

THE #1 VIDEO-GAME TIPS MAGAZINE

TIPS & TRICKS™

ARCADE
SUPER NES
PLAYSTATION
GENESIS
SATURN
NINTENDO 64
GAME BOY
GAME GEAR

Verdun Fighter 3

THE ULTIMATE
Fighting Game
THE ULTIMATE
Strategy Guide

7831-2
INTERPRESS
\$6.00

SPECIAL
MOVES, STAGE
STRATEGIES AND
THE CHARACTER-
SPECIFIC FIGHTING
TECHNIQUES YOU
NEED TO MASTER
SEGA'S BLOCKBUSTER
BEAT-'EM-UP GAME

February 1997 U.S. \$4.99
Canada \$4.95 U.K. £2.95

Display until February 25, 1997



PLUS:

TOMB RAIDER • FIGHTING VIPERS
WAYNE GRETZKY'S 3D HOCKEY
BETTY IN THE BIG APPLE & MORE!

VM TRILBY



Hidden Characters

SONIC 3D BLAST



Master Strategy

PERSONA



Hints & Tips

NBA HANGTIME



Secret Power-Ups

VECTORMAN 2



Cheat Codes

WILKS INSTANT GOLD



Boss Code



With Nintendo 64, you get 360° of total control. With Super Mario Kart 64, you lose it. It's a 4-player free-for-all that breaks every law in the book.



RULES OF THE ROAD



4-Players



© 1998 Nintendo. All rights reserved. Nintendo Game Boy Advance is a trademark of Nintendo.

Game Boy Advance, Game Boy Advance logo, and Game Boy Advance are trademarks of Nintendo.



TIPS & TRICKS

FEBRUARY 1997

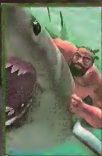


departments

Power Up!	5
Readers' Tips	6
T&T Select Games	76
Game Genie/Game Shark codes	82
Letter from Betty	83

strategy

Persona	8
by Nikos Constant	
Sonic 3D Blast	16
by Chris Bieniek	
Virtua Fighter 3	24
by Wataru Maruyama	



Nintendo 64 tips

36

PlayStation tips

38

Saturn tips

46

Super NES tips

54

Genesis tips

63

Game Boy tips

72

Arcade tips

74





STAFF SECRETS

Publisher
LARRY FLYNT

President
JIM KOHL

Corporate Vice-President
DONNA HAHNER

Editor in Chief
CHRIS BIENIEK

Executive Editor
WATARU MARYAMA

Art Director
JONE FLORES

Senior Editor/Contributing Art Director
NICHOLAS CONSTANT

Contributors
BETTY HALLOCK
TYRONE RODRIGUEZ
TODD POUND

Copy Chief
PHILIP SANGUINET

Editorial Assistant
DEBORAH LOCKHART

Network Systems Manager
ANDREA LANDIUM

Network Systems Administrator
BRANDON S. PHILLIPS

Network Systems Operators
SHERMAN JORDAN
MARIE S. QUIROS

Production Manager
KRISTINA ECHISON

Production Assistants
MICHELLE EVANS
JANE TUNKS

National Advertising Director
CLAIRE CARNEY
(212) 953-7959
FAX: (212) 661-0651

Advertising Coordinator
BUDDY SAMPSON

Advertising Production Director
MAGGIE CHUN

Advertising Production Coordinator
JOSE SANCHEZ

Subscription Director
TRISH HAMM



Audit Bureau of Circulations
Member

Executive Vice-President
THOMAS CANDY

Vice-President, Advertising
PERRY GRAYSON

Vice-President, Multimedia
FRANCESCA SCALM

Vice-President, Finance
DAVID WOLINSKY



T&T Master of Ceremonies **Chris Bieniek** loves video games, but has absolutely no interest in automobiles, politics, dancing, the Internet or vegetables whatsoever. The next time you're having a conversation with him, try changing the subject to one of these topics and you'll see his eyes just glaze over. It's kind of fun to watch.



Executive Editor **Wataru Maryama** has discovered the joys of coffee ice cream. He is currently reading *A Pale View of the Hills* and *An Artist of the Floating World*, both written by Kazuo Ishiguro, who is best known as the author of *The Remains of the Day*.



Tis & Ticks Art Director **Jone Flores** has been trying to track down all of the people who still owe her a Christmas present. "You don't find out how cheap your friends are until the holidays roll around," quips Jone.



Senior Editor **Nikos Constant** can't believe how much money he's spent over the past few months on imported video games, magazines and peripherals, so he has decided to block these transactions from his memory. "If I can't remember it, it didn't happen," says Nikos.



Betty Hallock is braving the East Coast winter like a real trouper. She enjoyed Nikos' recent New York visit and is gearing up for a new school semester. Hot cocoa is yummy.



Tyrone Rodriguez needs some new pants. The pockets of his trousers get worn out very quickly due to the huge amounts of tokens he carries around with him at the Sega City arcade in Irvine. No khakis, just sturdy jeans all the way.



Deborah Lockhart has been digging through the *Tis & Ticks* mailbags, looking for correspondence from busters who have a crush on her. "Why do Betty and Jone get all the letters?!" cries an anguished Debbie.



Got a cool cheat, burning question or special message for the **T&T** staff? Send your tips, tricks, queries and comments to:

Tips & Tricks
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

We can't respond to every letter personally, but we do read them all and we enjoy hearing from you—even if you're a weirdo.

MORE THIEVERY

I recently bought a Nintendo 64; I also bought *Super Mario 64*. I bought your October issue. It was very helpful; I got 21 stars. I took my magazine to school two days later and someone stole my book bag with the magazine in it. I didn't get to finish reading all of the tips. I went to the store the next day and they were all gone. I asked the person working there for one and she said that the new issue was already coming in. Can you please mail me the October issue? Please!

—Richard Jones
Rockford, IL

Hmmm...we're starting to see a disturbing trend here; lots of recent letters have told us sad stories about stolen *T&T* magazines. You're going to have to be very careful in the future, but in the meantime we'll send you the issue you requested.

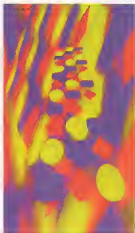
The *T&T* staff is glad to help out our readers whenever possible, but others—not you, Richard—have tried to use the “my copy was stolen” gimmick to get a free issue. Remember that lying in order to get something for free is the same thing as stealing.



ONE LESS READER

I'll never subscribe to this magazine again. Your 3DO section got smaller and smaller and now is gone. *T&T* & *Tricks* has little reading value; it's more like a reference book.

—Pissed Off
Quincy, IL



You're certainly entitled to your opinion, Mr. Off, but we think you're missing the point. *T&T* & *Tricks* is supposed to be a reference book; that's been our intention all along! That's why we sort the tips by game system and list them in alphabetical order on plain, white backgrounds. We've added lots of new features over the past year to spice the magazine up a bit—Betty's page, Arcade Brigade, Token of the Month, *T&T* Anime, Fanzine Patrol, Select Games, etc.—but our goal is to remain the most comprehensive tip and strategy resource anywhere. It's good to be entertaining, but we think it's much more important to be informative.

If your idea of “reading value” is a magazine that features game reviews, industry news and behind-the-scenes interviews, check out *Game Fan*, *Next Generation* or *Game Informer*. However, if it's tips and codes you're looking for, we guarantee that each issue of *T&T* & *Tricks* has information that you won't be able to find anywhere else.

Regarding 3DO tips: Sorry, but we did decide to discontinue support of the 3DO platform; we have no new

tips because we haven't seen a new 3DO game in months. We supported the 3DO for a long time, and many well-known cheats for games like *The Horde*, *Gex* and *Foes of Ali* appeared in these pages for the first time anywhere. Heck, we even hacked our own exclusive 3DO Game Guru codes, just to try to please the 3% of our readers who own the system. Unfortunately, nobody noticed.

CLARIFYING BETTY

I've heard people say that they can't find your magazine anywhere in the stores. I'm glad to say that I have a two-year subscription. In your November 1996 issue, you guys said that Betty is leaving. I'm so sorry to hear that. But you said to watch for her “new” section. Will you please clarify? By the way, I think lone Flores is cute. Does she hear that a lot? Your magazine is the best.

—Bill Sowers
Grantsville, MD

Betty's index has been replaced by “Letter from Betty”, which she writes every month from school in New York. Hope you like it!

Lone does have a growing legion of fans, but she gets annoyed when people mistake the capital “I” in her name for an “L”. It's pronounced “I own”, as in “I own a PlayStation,” which she does.

TOKEN OF THE MONTH



This month's token comes from Pharaoh's Lost Kingdom in Redlands, California. It was sent in by Dirk Leon, a *T&T* & *Tricks* reader from Mentone, CA. Thanks, Dirk!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our “Token of the Month,” we'll print your name and use your token as the “Arcade” icon in our strategy guides for one issue. Tape the token between two pieces of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
T&T & *Tricks* Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

I WANT MY EVIL RYU

I was wondering if you could tell me how to play as Evil Ryu in Street Fighter Alpha 2 for the PlayStation. Are there any more secrets or hidden characters? Also, do you know the release dates for X-Men vs. Street Fighter and Street Fighter III?

—Jimmy Ramirez & Danny G.
Terrytown, LA

The Alpha 2 codes we know of are in the PlayStation tips section that starts on page 38. Capcom says that there is no Evil Ryu code in the PlayStation version; however, Ties & Tricks Chief Chris B. is currently conducting additional research into the subject of hidden characters in Street Fighter Alpha 2. His suspicions were aroused by an official Capcom illustration that shows the Alpha versions of Ryu, Chun-Li and Ken surrounded by "Evil" Ryu, "Original" Chun-Li and a darker-looking Ken. Is there an "Evil" Ken in the game? It's possible, but unlikely. The "Evil" Ryu is based on a specific plot sequence from the official Japanese Street Fighter comic book series in which Ryu temporarily gained additional powers by channeling the same type of evil energy that Akuma uses. We're not aware of any similar storyline involving Ken, and—to get back to your original question—we don't understand why "Evil" Ryu would be included in the Saturn version of the game and not on the PlayStation. If we find out more, we'll let you know.

X-Men vs. Street Fighter is tentatively scheduled to be a Saturn exclusive this summer and the mysterious Street Fighter III has not been officially announced for home release—though the game is rumored to be headed for the Nintendo 64. Boy, it's tough being a PlayStation-owning Capcom fan, ain't it?



This photo appears in the "art collection" on the Saturn Street Fighter Alpha 2 disc. Is it a secret clue or just a red herring?

MINTS IN A BAG

Remember me? I'm the girl who drew the picture of Nakoruru. Thank you for putting my picture and letter in your magazine. Anyway, Betty Haillock is my idol. I want to write for your magazine like Betty, so I wrote up a review on Andes Mints. Can you read it, please? Tell me what you think:

ANDES CHOCOLATE MINTS IN A BAG
The bag reads, "Andes Craame De Menthe Things." They also come in a rectangular box. I suggest the bag. You get more and it's cheaper. It's like a chocolate mint sandwich, because it has mint in the middle and chocolate on the top and bottom. When you bite in, you can really taste the mint. It has a good taste, and aftertaste. On a scale of zero to five, I give Andes Mints a rating. I'm getting hungry!

If you like it, tell me. So, maybe I could write a little for your magazine. I wouldn't expect to get paid, I would just enjoy writing for your magazine. Maybe I could have a chance, please?

—Marcia Armon
Bakersfield, CA

Well, Marcia, we don't have any positions open for freelance writers at the moment, but your Andes review is very cool and we like your letters a lot. Chris B. says that your writing style is actually very similar to the way Betty used to write when she first started working for the magazine. If we have any opportunities for candy reviewers in the future, you'll be the first on the list; until then, if you keep writing us letters, we'll print them right here in our "Readers' Tips" section whenever we can. OK?

Having crash landed on the Planet Ping, Chris and Betty meet up with their old buddy, Johnny Turbo who has opened up his own entertainment palace complete with arcade, barbeque pit, and disco. All the stars they witness a crazy fight between two armies of mechanical alien beings. Trying to stop the fight, Turbo gets the boot and passes out. Betty realizes that she knows a member of the alien gang, his Nihilus, former lab partner and confidant from her schooling at the prestigious Dr. Ooze-on Academy of Science and Surgery back on Earth. Nihilus and his alien buddies leave and Nihilus has been involved in the galaxy's biggest food scandal since the Hot Dog Race of 2015, thus the fight. Finally the saga ends. After a pretty good time, Betty Chiu (though robotically modified out, and looking still) passed out under a tree in the giant Orbital Discosco. More next month. And now for a brief interlude with Betty and Chris.



Persona



ATLUS
REVELATIONS

Persona

WHAT YOU SHOULD KNOW...

- This guide is a basic walkthrough for *Persona*. Don't think that this game's ruined just because we gave you the maps. We don't play that way.
- You'll still have to play through the game, answer all the right questions (when they come up), fight all of the enemies, negotiate with demons and figure out how to combine the different cards that you find for maximum *Persona* power.

STRATEGY GUIDE

BY NIKO'S BUNSTEIN

YOU



CHRIS



MARY



BRAD



CHARA



Persona

Jack Bros. Vs. Persona?



If you happened to buy a Virtual Boy (or get lucky and found one for cheap when Blackbuster Video was blowing them out) you might have gotten the Atlus platform game *Jack Bros.* Notice any similarities to *Persona*? Well it turns out that *Jack Bros.* is actually a part of the *Revelations* Series. At the time, however, they weren't sure if they were going to release any other *Revelations* titles in the

U.S., so they left the *Revelations* logo off the package. The same artist does all the art, but this mysterious Japanese fellow keeps a low profile, so we can't divulge his name. Good work, fella!

CHARACTERS

Jack Frost

Jack Ammon

Jack Shiver



Shiver is an icy little fellow who can control the weather. When he gets the Special Sword, all enemies will be frozen in a few seconds.

Ammon is the little fellow who can control the weather. When he gets the Special Sword, all enemies will be frozen in a few seconds.

Frost is the little fellow who can control the weather. When he gets the Special Sword, all enemies will be frozen in a few seconds.





ST. HERMELINS HIGH SCHOOL

Start the game off at St. Hermelins. Make sure to go to the gym at get some weapons. Then head outside.



Head over to the hospital to visit your friend Mary. She's very important to the rest of the game, so make sure you pay attention to what happens to her. In the hospital you can find some more power-ups. Then head back to the school, and find where you need to go next.

GENERAL HOSPITAL



From the school, you'll receive a couple of guns and then you'll have to rescue your friends from the police station. The keys to the cells are on the walls. Set everybody free and now you're really into the game. That's right, everybody's been possessed by demons from another dimension. It's up to you and your friends to find out what's going on and save the town. Head over to Sebec and check out what's going on there.

POLICE STATION



MAPS



Persona



ABANDONED FACTORY

You won't be able to get into Sebec right away. You'll have to sneak in through the Abandoned Factory. From there you'll be able to search through Sebec and find out their connection to the demon invasion. Lots of clues here.



MUSEUM

From Sebec you'll skip to the town's "alternate" reality. Here the demons have already taken over everything and it's kind of a glimpse into the future. Head to the school and then the go back to the shrine. From there, you'll get clues to go to the Museum and search through until you get to the boss. Remember to talk to some of the demons to get Persona cards.



from the museum go to the subway. You're trying to get into the market but it seems to be locked. Sneak in using the subway. When looking at the map, remember that they connect via the entrance on the southeast corner of the left map and the northwest corner of the right map. It's pretty twisty so make sure to use the map, kids.

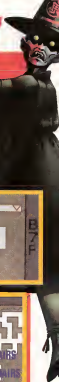
SUBWAY

TIPS & TRICKS

February 1997

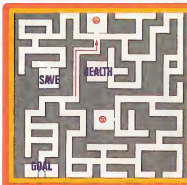


BLACK MARKET



KARMA PALACE

From the Subway you'll find yourself in the Black Market. This is the same market as "Reality" except that you can't escape. There's an evil queen holding you hostage. Visit the bar and you'll gain access to the Karma Palace. There, you'll find the queen, who you'll have to defeat.



Once in the Karma Palace and Black Market Bar will tell you that the next place you have to go is the Castle Mana. But you need the key. Visit the castle and find that it's locked and then head to the forest on the other side of town. There you must snake your way through all of the monsters and twisty paths until you get the crescent shaped key. Now you have to find your way out!

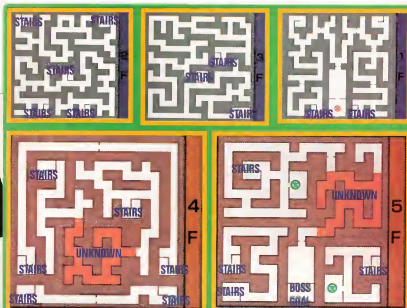
FOREST





Persona

PlayStation strategy



CASTLE MANA

Head back to Castle Mana from the forest. Wind your way through the corridors, watching out for the places where you can't find your way through. On the fifth floor you'll find the boss. At this point in the game, you should be up to a pretty high power level and have plenty of Persona action to defeat enemies easily.



HAUNTED HOUSE

From the castle, you'll finally gain access to the Haunted House. (In case you've been trying.) Relatively a short journey, reach the goal and you'll find yourself back in 'Reality'.



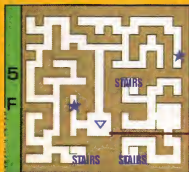
TIPS & TRICKS

February 1997

13



After completing the Haunted House, you will be transported back to "Reality." You'll find that Sebec has been transformed into Deva Yuga. All of the walls are now marble with lots of statues. High class! Defeat Guide and you'll finish the game...maybe.



If the game ends after you go through Deva Yuga, then you haven't really completed your adventure. Depending on the answers you're given to different characters while on your adventure, you may get teleported from Deva Yuga back to the enchanted forest in the alternate reality. Visit the Shrine and then go back to the school. In the Library you'll find your way to the Avida World. This is where the demons hang out on their coffee breaks. Finally you'll meet the last boss. You're going to need a lot of power to defeat him, so make sure you go into it at full strength. We've told you enough. Once you're there, you'll have to find your way around Avida yourself. Good luck!



We're giving you **one more chance.**

GRAND PRIZE

FIRST PRIZES

RUNNER-UP PRIZES

Five runners-up will receive a Nintendo 64 oversized T-shirt.



TO ENTER: Send a postcard (no envelopes, please) with your name, address and age to:



Nintendo 64 Sweepstakes

C/O TIPS & TRICKS
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211

REVIEWED BY SWEEPSTAKES OFFICIAL SWEEPSTAKES JURY

NO PURCHASE NECESSARY. Limit one entry per household. Sweepstakes open to legal residents of the United States and its territories and possessions. Send your stamped passport with plus four printed name, address, age and telephone number (including area code) to: Worldwide Sweepstakes, c/o The G. L. Brown Co., 10000 W. 10th Ave., Suite 100, Denver, CO 80231. Sweepstakes will be held by April 30, 1997. Grand Prize: 1 LPT line, see Rules of the Sweepstakes. All prizes require a passport for lot, list, original, signature or related reasons. On or about April 25, 1997, Grand Prize and First Prize winning entries and winners will be randomly drawn from among all valid entries. Winner will be notified by mail. One (1) winner will be awarded with the Grand Prize. Two (2) winners will be awarded with the First Prize. Five (5) winners will be awarded with the Sweep-It-Prize. Odds of a winner are about the total number eligible entries received. Alliances between the owners of passports of America Inc. and will not be returned because of cost.

[illegible]

To receive a Microfilm, first send your written request with a stamped, self-addressed envelope to the address listed above.

GRAND TOTAL: One (1) Grand Total Winner will receive a Nintendo 64 Control Deck with a Super Mario 64 Game Pak, and a Nintendo 64 Game Pak.
Approximate retail value: U.S.D. \$199.00

POST PRIZE: Two (2) Top 7 (no winners will receive their choice of either a Super White 50 Game Pak or a Playthings 55 Game Pak. Approximate retail value \$1.00, \$15.00.

Copyright © 2004 John Wiley & Sons, Ltd.

TM and ® are trademarks of Nintendo of America, Inc. © 1994 Nintendo. For Nintendo 64, © 1994 Nintendo/Panasonic Games, Inc.





Map Legend

Dimension Ring
Blue Shield
Red Shield
Gold Shield
Speed-Up
Invincibility
1-Up
Sonic Medal
Tails
Knuckles

SONIC 3D BLAST

OK, so it's not true 3-D, but a cool angled viewpoint and superior character animation give *Sonic 3D Blast* a realistic look that makes it seem like you're playing with Sonic action figures. Most of the Flickies are easy to find, so this strategy guide will concentrate on boss ups and telling you how to find Tails and Knuckles in each zone. We'll also show you where to find power-ups and hidden rooms!



Green Grove Zone

Act 1



Tails will appear here after you've passed through the portal beneath the first Dimension Ring.



Use the spin-dash to open up a secret door in this wall. You'll find a Gold Shield and a cannon inside. Knuckles will appear after you shoot yourself from the cannon.



Act 3

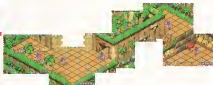


The first battle with Robotnik is a snap. He drops a spiked ball that bounces four times, then stops on the fifth bounce. When it stops, Robotnik will go and pick it up again. Avoid the ball until it stops; then, when Robotnik lands to pick up the ball, jump high and land on top of his ship to crack the glass and repeat the process; you'll finish him after five hits.

Act 2



Spin-dash the rock that blocks your way to this area of the map, then use the spring to jump up and pass through this secret tunnel to find Tails.



There's another secret door on the wall just to the left of the second Dimension Ring. Inside is a large secret area where you'll find a Gold Shield and a 1-Up!



RUSTY RUIN ZONE

Act 1



This secret door gives you a shortcut to go back to an earlier part of the stage.



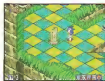
Use the spin-dash to open this secret door, then use the fans to start yourself spinning and break the pillars to reach him.

Act 2



Spin-dash through this secret door to find your way to Knuckles.

Act 3



Use the fans to start yourself spinning, then break this pillar to reveal a warp to Tails



The second time around, Robotnik has control of a mechanism with paws. When the paws smash down, jump on top of one of them and wait until it moves close to where Robotnik is. Jump at him when you are close to crack the glass; it will take five hits to defeat him.



Spring Stadium Zone

Act 1



Grab this 1-Up if you can, they're getting scarce!

Act 2

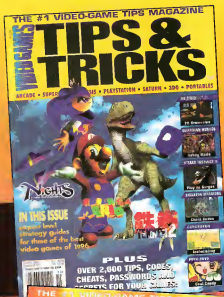


Here's the only spot in the game where you can get all three heroes in the same place at the same time.

Act 3



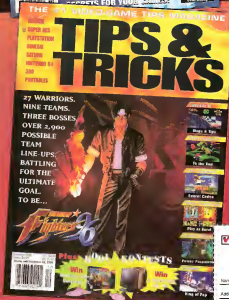
This one is very easy. Simply wait until Robotnik is low to the ground and his vehicle starts smashing the floor. You can jump at him and hit him; just avoid the smashing spike extensions. Be wary of the spike traps and make sure you always have some rings. Eight hits will finish him off.



**THOUSANDS
OF CHEATS,
CODES &
SECRETS
INSIDE EACH
ISSUE!**

**ONLY
\$1.66
PER COPY.**

**12 issues only
\$19.95!**



**TIPS &
TRICKS™**

**FROM THE
VIDEO-GAME PROS!**

☒ Start my 12-issue Tips & Tricks subscription for only \$19.95, I'll save 66% off the annual newsstand price!

Box 4, Texas, P.O. Box 460070, Escondido, CA 92036

Name

Address

City/State/Zip

☐ Payment Enclosed ☐ Charge My ☐ VISA ☐ MasterCard

Credit Card # Exp

Signature

MONEY BACK ON UNUSED PORTIONS OF SUBSCRIPTIONS IF NOT SATISFIED! (Foreign add \$10 per year)
YOUR FIRST ISSUE WILL ARRIVE IN 8 TO 6 WEEKS. Where applicable, sales tax is included in stated price.
OFFER VALID UNTIL JUNE 28, 1997

A37900

**• CODES • FATALITIES •
• MOVES • CHEATS •**



DIAMOND DUST ZONE

Act 1



You'll have to do some tricky jumping on the river to make your way to Tails.



There's a secret door that makes it easy to get to Knuckles, but you can also reach him with repeated jumps up the frozen river.

Act 2



Break these spikes or just jump over them to find Tails.



Spin-dash through the spikes to break them and keep going into the cave behind Knuckles; there's a 1-up hidden inside.



Act 3



Robotnik has a wacky contraption that spits out a freezing breath. Avoid those blasts and jump on top of the doctor while he is close to the ground. He will drop two exploding penguins that are easy to avoid. Eight hits should do the trick.



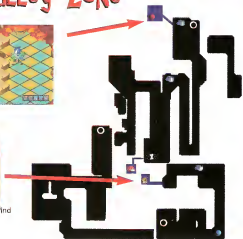
VOLCANO VALLEY ZONE

Act 1

The Red shield is crucially important in this zone; break this block to warp to a place where you can find one.



Spin-dash through this secret door to find your pal, Tails.



Act 2



Act 3



This is the toughest incarnation of Robotnik yet! He sits on an island in the middle of lava that can only be reached by using one of four pipe railings that intersect it. While you try to stay on the rail, you need to watch out for the fireballs that he shoots—and the steam coming from the rails. The best strategy is to hop momentarily on the rails and angle a hit at the island instead of trying to stay still on them. Eight hits will do the job.



Act 1



Gene Gadget Zone



The pickin's are mighty slim in these last two zones; this 1-up is the last one of its kind for the rest of the game.

Act 2



Act 3



This battle takes place on a conveyor belt with spike obstacles that will occasionally litter the path. Robotnik shoots missiles which only fire in twos and are easy to avoid. He is only close to the ground when firing the missiles, so hit him eight times when he's in this vulnerable position.

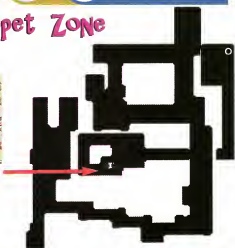


Panic Puppet Zone

Act 1



Grab this valuable invincibility icon while you can!



Act 2



Act 3



Now it finally gets challenging! Robotnik has three deadly devices which must be defeated in order:

Form 1—The two spiked arms must lock on to you and will cock back slightly before they strike. Move out of the way and go behind the arm to hit the flashing blue light. There are two blue lights with one behind each arm and they can only be hit when they

are flashing. Each light must be hit four times before you move on. Staying far away will cause it to shoot bullets at you, so concentrate on getting close to those arms.

Form 2—This time each arm will take turns shooting a fireball at you. Stay close to the blue light of the arm that is about to fire and hit it as soon as it flashes. Move to the other arm before the fireball tracks you down and position yourself for the next flash. Each of these lights takes four hits as well.

Form 3—The arms now shoot multiple balls that ricochet. This makes the last strategy tougher, but it's still the gameplan you need to stick to. Instead of running to the other light after each hit, you should jump over there, decreasing your chance of getting hit. Once again, each light must be hit four times each.

THE FINAL BATTLE

This final battle will only take place if you have earned all seven Chaos Emeralds. This is both an endurance match and a battle of skills which has the evil doctor attacking you in five different styles. Each form must be hit just once, but you must face them all in a row twice.

Form 1—On a square grid, you must avoid the cannons that shoot lasers and hit Robotnik when he comes inside the square. You can pick up six rings which should be guarded wisely, since you have no other chances of acquiring rings later on in the level.

Form 2—Another square grid, but this time he will shoot three Sonic-seeking fireballs before entering the square to get hit.

Form 3—On a long rectangular strip, he sends a pair of mechanical

hands to smash you. Move around and watch for them to line up on either side to run a cross pattern which you must jump over. After this, Robotnik will enter the rectangle and should be smacked.

Form 4—The Robo guy will shoot bombs in the air which fall down and can be avoided by moving meekly. After the first bomb drops, Robotnik will be moving in the square.

Form 5—On a grid that looks like a blocky letter "C", the doctor will shoot bullets from a cannon that fires left to right. The bullets will ricochet for a while requiring you to be constantly jumping and waiting for Robotnik to stick his head out. This is his toughest form, so be sure you have some protection rings when you get here.



VIRTUAL EVOLUTION

It seems that every time a Virtua Fighter game comes out, it revolutionizes the genre. The original VF was the first of its kind; it created a new category of fighting games and realism. The second installment followed up with unsurpassed graphics and a dizzying depth of moves and strategy. Now the third chapter of a proposed five-part saga has appeared and it pushes the boundaries of what it means to fight in three dimensions. While many other 3-D fighters have come up with new types of balls and whistles, VF3 has added in meaningful ingredients that complement the strategy and also serve as eye candy.

Virtua Fighter 3

by Wataru Maruyama



STUFF FROM VF 2

At first glance, the biggest noticeable difference is the graphics, but there is so much more to VF 3 than meets the eye. First we'll go over what has remained the same.

Basic Attacks

The standard Punch, Kick and Guard of VF 3 is still in effect, but the addition of the Dodge button has changed the layout on the joystick panel. You can get by for a while in VF 3 by using the strategy in part 2, but not for long against anyone familiar with the Dodge button.

The characters have auto-correction attacks that will adjust according to the position of the opponent, but this is entirely dependent on timing; the timing of the opponent's dodge in relation to your strike as well as the elevation of the attack and opponent.

The Old High-Low Concept

The high attack/low attack has always been the backbone of most 3-D fighters and it is important to be aware of the advantages of targeting specific areas. It is always important to know which attacks hit high, middle or low for both offensive and defensive reasons. There's more, but I'll go over it in the "new stuff" section.



Countering

You can still do the tried-and-true method of attacking right after a failed strike or anticipating a blow and hitting first. Characters like Akira and Wolf who had direct-counters still have 'em and now they're easier to do. Getting the timing right for a counter strike is very crucial, but is now a bit easier in VF 3.

Winning Pose Select

You can select a winning pose of your choice by holding down the P, K, G or D button.

Some characters like Pai have more than four and everyone one has a specific saying and pose for a "perfect" victory, which can only be seen if you win with a "perfect".

Skip Replay

To avoid watching the replay after each match, press the **START** button and press it again if you want to skip the winning pose screen. It is common practice to skip these scenes to speed up matches and for the loser to avoid

seeing a replay of his defeat. It is extremely annoying to play against someone who likes to watch the replays or doesn't know how to skip them—although it is a bit more accepted since VF 3 costs anywhere from \$1 to \$2 a pop and you want to be up there for as long as possible.

Virtua Fighter 3



THE NEW STUFF

All right! Now we get down to all the neat nuances of this masterpiece.

THE STAGES

One of the big changes to the series (and 3-D fighters in general) is the inclusion of elevated and angled stages. Some stages have boundaries with no ring-outs while others have odd triangle shapes with perilous drops. The elevation of your character and your opponent greatly affect strategy and attack effectiveness.

Snowfield - Aoi's stage



Surrounded by fences on all four sides, there are no ring-outs here. There is moderately elevated snow fields with the flattest surface being the stream that flows through the middle. Avoid being cornered against the fence and take the fight away from the stream depending on your character.

Library - Lion's stage



Only one side of this level has a ring-out which is very easy to fall off of by mistake. This stage will have you constantly shifting to get the upper hand in positioning and Lion can work from above or at a lower point, opponents will find it easier if they can keep Lion on higher ground.

Building - Jacky's stage



The building stage is shaped like a triangle with flat tops which make unexpected ring-outs a frequent occurrence. The level is flat except for some iron beams. A good stage for Jacky who has many spinning attacks to keep opponents honest.

Island - Jeffry's stage



Jeffry's stage looks like there is but a small patch of fighting real estate shaped like a heart, but the ring boundary which extends into the ocean is square. You do not have to be teetering on the edge to fall off the shallow water cliff since the water current can affect your character's footing.

Castle - Kage's stage



The Castle allows Kage to move around and utilize his many aerial attacks. Two sides of the castle have ring-outs and the fighting area is flat only on the walking path. The castle will warn against unexpected falls so you can concentrate on the strategic position of your opponent.

Subway - Sarah's stage



A very interesting stage indeed. One side of the area is a stairwell and the opposite side is a fence. The remaining sides are ring-outs which are deadly train tracks that can kill if you run into the tracks as they pass by.

Roof - Pai's stage



The rooftop is enclosed on three sides and has a deadly drop to the streets on the fourth. There is a small entrance to a side roof which is flat and very limited in space.

Great Wall - Lau's stage



The Great Wall has no flat areas and is very tricky to fight on. The angle of the terrain suits agile fighters who can position themselves quickly and take advantage of the steps. Lau is especially tough to beat in his stage.

Gymnasium - Akira's stage



This stage has three walled boundaries and one ring-out side. The surface is completely flat and suits Akira's fighting style perfectly. The main thing to worry about here is being trapped against the walls or dropping off.

Desert - Wolf's stage



This is the only stage with no boundaries. You really feel like you're fighting in the vast expanse of the desert with shifting wind and sand that react to your character's movement. Use the dunes to get positioning.

Raft - Shun's stage (also the cave)



The raft area is much larger than the raft Shun had in VF 2 and is comprised of multiple parts which let you see the water breaking through. The weight of the characters are the only thing that will affect the angle of the stage here.

Sumo Ring - Taka's stage



The Sumo ring is like the traditional VF ring which is flat and has ring-outs all-around. The difference is that the area is completely round like a genuine Sumo ring. The outer ring marks an area to distinguish your position so a straight forward fight is what you'll be in for.

Cave - Bonus stage Shun's stage



This stage has two sides that are forced and two that are open with ring-outs. The floor of the cave has many irregular rocks which can benefit anyone who is familiar with the area.

Alternate Costume Select

In VF 2, all you had to do was hold up and select your character. Now you all you have to do is hold start and then press P, K, G or D to select the character's alternate outfit.

The D Button

This is the biggest reworking of the VF style of play. This single button truly changes the way VF is played and adds an amazing element to the fold.

Dodging

The difference between dodging in VF 3 and in other fighting games is simple: timing and distance. Most 3-D fighting games with dodging have a set range for a dodge regardless of what it is countering or avoiding.

In VF 3, the character will have a set dodge distance for any random D button presses, but depending on the time of execution in relation to the distance of the opponent and attack, the distance will differ. Some dodges will go completely behind an opponent to allow maximum counter opportunity.

Dodge Attacks

Right after an opponent strikes, you have the chance to hit the dodge button and avoid the attack. This works as a way to get a free hit off an opponent. The danger of using this method too frequently and predictably is that the opponent can alter their attack to allow auto-correction to lock in and lock your ass. Dodging when there is no immediate danger can also be bad if you are close to your opponent, since you are vulnerable for a split-second after you do a dodge move without an attack.

Dodge Counters

The dodge counter is done at pretty much the same time your opponent strikes. Many characters have an attack that dodges at the same time. This is extremely handy for missed special attacks, but is harder to pull off on moves like a spin kick that negate the radius of the dodge.

Elevated Attacks

Attacking from a higher or lower position have inherent advantages and weaknesses depending on the character you are using. There are many possible strategies possible with each character depending on your playing style.

Remember that certain Kicks and specials are more effective and damaging when executed from a higher position when you can connect with the opponents head.

Sound and Motion Detection

You may have noticed that some of the characters moves have a shadow/blur effect. This is to convey the speed and devastation of a blow, but it can also be used to predict and anticipate moves. Some characters have moves that cause the character to make a noise before a specific attack (like Sarah) which can be used to also predict an oncoming attack (of course this is an option if your arcade isn't too loud and drowns out smaller sound effects.)

Special Attacks and Dodging

The biggest rewards in dodging come from avoiding a special attack especially from characters who have a long delay time from missed attacks like Akira. Special attacks all have some sort of delay time so you have a greater opportunity of exploiting mistakes with a big combo in these instances.

Dodging Radius and Positioning

Dodging the straight-ahead moves are a piece of cake, but it's those attacks with swinging arcs that are a pain. Dodging side to side is pretty much useless, but a well timed forward dodge from a lower angle can deliver just what you're looking for.

It is also worth noting which foot the opponent is going to attack with. You can tell by checking to see if the opponent has their back to you or chest. If their chest is towards you, a punch attack will begin with the right hand and vice-versa. Kicks are more mucleble and will vary depending on accompanying joystick presses. Special attacks usually are unaffected except for the fact that the distance and angle (after dodging) will determine the damage level and character reaction.

The New High-Low Theory

In a game where elevation of the fighters play a role in the strategy, there is bound to be a revision in the attack scheme. Basically, there is a high attack, Middle and Low Attack. Low attack can become highly damaging when used on opponents who are at a lower angle which then makes the strike a high attack. That same attack from a lower angle can be completely ineffective and cause a move delay that opponents can take advantage of.

The biggest variable is the mid-level attack that can be turned into many more things. An interesting thing to make a point of remembering is that many of the characters have punch and kick attacks that extend above their head. These are extremely handy in lower angled offense and defense and result in mid range attacks that will go through any low block or attack attempts.





Akira Yuki

Akira obtained the championship through the Second World Championship Fighting Tournament after a severe battle with Lau Chan at the final match. He returned home and then started training for fighting again with his grandfather.

Sex	Male
Hobby	Kung-Fu
Stature	180 cm
Weight	79 kg
B/W/H	114/72/74
Blood Type	O
Birthday	1968.9.23
Country	Japan
Fighting Style	Hokoyaku-Ken

Old Strategy

Akira was the ultimate defensive fighter with direct counters and quick but deadly specials. The proximity of the specials in relation to the opponent added to the damage of the attack substantially for Akira's strikes.

New Strategy

With the added mix of dodge attacks and easier execution of his direct-counters, Akira becomes more accessible to the average player. His ranking among the other fighters has fallen a bit due to the dodging ability shared by all, but seasoned Akira veterans are still very tough to beat.



Sarah Bryant

After the tournament, she moves in the last room of the Bryant family in San Francisco. But she totally lost her memory. She wanted to stay with the Bryant family but moved to New York city by herself.

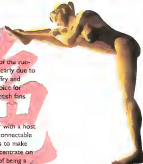
Sex	Female
Hobby	Sky diving
Stature	173 cm
Weight	55 kg
B/W/H	91/57/90
Blood Type	AB
Birthday	1973.7.4
Country	America
Fighting Style	Jeet Kune Do

Old Strategy

Unfortunately, Sarah went out of the running for advanced players fairly early due to stronger characters like Lau, Jeffy and Akira. She was the player of choice for beginners and video game girl fans.

New Strategy

She has come back a contender with a host of new tricky kick attacks and connectable combos. Her strength in VF 3 is to make more use of her agility and concentrate on hit and run maneuvers instead of being a combo machine.



Jacky Bryant

Through the tournament, he was able to track down his sister, Sarah Bryant from the Judgment 6 organization. After the tournament, he suggested that Sarah should live with their family in San Francisco. Sarah rejected the idea and joined a new life in New York. Jacky also moved to a place near New York City so he can keep track of his sister.

Sex	Male
Hobby	Training
Stature	183 cm
Weight	75 kg
B/W/H	112/68/93
Blood Type	A
Birthday	1970.8.28
Country	America
Fighting Style	Jeet Kune Do

Old Strategy

Jacky was another favorite of beginning players due to the easy execution of his moves. The thing that separated him from his sister was his power as opposed to her speed. His damaging attacks are what kept Jacky in the game and randomly used by experts now and again.

New Strategy

Jacky moves up in the new world order as his spinning punch and kick attacks are great counters against side-stepping maneuvers. His power has gone down due to overall game balance, but his speed has improved which helps out greatly. One of the best additions is that he has more connectable moves that make him a combo master.



THROW MOVES		
Rensou-chochu	→ → P	Mid-level attack
Yabaho-chochu	→ → → P	Mid-level attack
Yaho	↘ ↘ P	Mid-level attack
Moko-kohazan	↓ → P	Mid-level attack
Byakko-sashoda	↓ ← → P	Mid-level attack
Doppo-chochibau	K + G G	neutral Mid-level attack
Renshou	→ → K K	Mid-level attack
Tetsuanki	← → → P + K	Mid-level attack
Kuko	→ P + G	Mid-level attack
Gesho-hanko	↓ P + G	Mid-level attack
Chozin-houa	← → P + K	Mid-level attack
Soko-houa	↘ P + K	Low attack
Joho-shocha	← → P	High attack
Maho-shoka	↓ → P + K	Mid-level attack
Ryusaku	↘ K + G	Mid-level attack
Maha-chochu (after grab or guard) "Byodo"	→ P	Mid-level attack

THROW MOVES		
Shin-jack knuckle	↘ P	High attack
Double jack	← K	High attack
Tornado jack	→ K + G	High attack
Double spin lock	↓ ← K K	High attack
Illusion lock	↘ K K	High attack
Stop armed lock	→ K + G	High attack
Drill knee	→ → K	Mid-level attack
Spin lock	K + G	Mid-level attack
Sid hook lock	↓ K + G	Mid-level attack
Somersault lock	K K	Mid-level attack
Rising knee	↓ → K	Mid-level attack
Jack-knife side lock	↓ K K	Mid-level attack
Double joint butt	→ P K	Mid-level attack
Combo rising knee	P P P K	Mid-level attack
Combo somersault lock	P P P K K	Mid-level attack
Leg elcor	↓ K + G	Low attack

THROW MOVES		
Double spin knuckle	← P P	High attack
Box knuckle	P + K	Mid-level attack
Spinning lock	K + G	High attack
Lightning lock	↓ P + K K K K K	High attack
Spinning arm lock	← P K	High attack
Elbow spin lock	→ P K	High attack
Combo elbow spin lock	P P → P K	High attack
Dash hammer lock	→ → K	Mid-level attack
Sid hook lock	← K	Mid-level attack
Middle spin lock	← → K + G	Mid-level attack
Somersault lock	K K	Mid-level attack
Start lock knuckle	↘ P	Low attack
Leg elcor	↓ K + G	Low attack
Start low spin lock	↘ P K	Low attack
Spinning low spin lock	← P ↓ K	Low attack
Spinning lock low spin lock	K + G ↓ K + G	Low attack

Tetsuanki	← → P + K + E	Mid-level attack
THROW MOVES		
Shin'ha	↘ → P + G	Throw Move
Yaho-scrim	← ↘ P + G	Throw Move
Dosen-kouai	← → P + G	Throw Move
Shipo-riko	↘ P + G	Throw Move
Janko-hanko	← ↓ P + G	Throw Move
Dimekou	P + G	Back Throw Move
Shin-kogetsu	↘ P + G	Throw Move
Strong attacks and Down attacks		
Soko-ho	↘ P	Scorp attack
COUNTER MOVES		
Haiko-nda	↘ P + K	Mid-level Counter attack
Gamon-chochu	← P + K	High Counter attack
Tai-yokuso	← P + K	High Counter attack
Honshin-sanda	↓ P + K	Low Counter attack
Soko-kushu	↓ P + K	Low Counter attack

Round lock	↑ K + G	Small Jump Kick
Double shrimp lock	K K	High attack
Blow edge	→ P ↘ P	High attack
Dragon cannon	↘ K	Mid-level attack
Spin edge lock	← K + G	Mid-level attack
Toe lock pick knife	↓ P + K K	Mid-level attack
Spin heel sword	↘ K + G	Mid-level attack
Full spin dow	↑ (P) K	Mid-level attack
Elbow heel sword	→ P ← K	Mid-level attack
Low spin lock	↘ K + G	Low attack
Double low lock	↓ K K	Low attack
SHIFTING TECHNIQUE		
Moonsault	↘ P	Shifting technique
THROW MOVES		
Neck breaker drop	→ → P + G	Throw Move
Lighting knee smash	← P + G	Throw Move

Lightning straight	↘ P P → P	High attack
Lightning hook	↘ P P P P	Mid-level attack
Combo lock knuckle spin	P P ← P K	High attack
Elbow knuckle spin lock	→ P P K	High attack
Combo knuckle spin lock	K P K	High attack
Box & knuckle spin	P + K P K	High attack
Spin heel sword	← K + G	Mid-level attack
Double middle lock	↘ K K	Mid-level attack
Double punch knee lock	P P → K	Mid-level attack
Double low lock	↓ K K	Low attack
Combo knuckle low spin lock	→ P P ↓ K	Low attack
Combo low spin lock	K ↓ K	Low attack
Combo knuckle low spin	K P ↓ K	Low attack
THROW MOVES		
Knee Strike	→ → P + G	Throw Move



Lion Rafale

Lion lost the match against King Maki in the last tournament and vowed to come back stronger. He returned home to the Suda family arena to improve his chances.

Sex	Male
Hobby	Scoreboard
Stature	174 cm
Weight	63 kg
B.Wt./Ht.	90/5.08
Blood Type	AB
Birthplace	1979/2/24
Country	France
Fighting Style	Touhou-ken

Old Strategy

Lion was one of those characters that were both easy to control by newcomers, yet deep enough for veterans to get a challenge out of using him. His attacks are sometimes confusing and usually quick with a max of slower executing moves to throw off corner kings like Akira.

New Strategy

Lion is now a more lethal force due to the easier execution of his many moves. He does not have many moves that will start air juggles so concentrate on using his agility and confusing strikes to win the day.



Pai Chan

During the second preliminary match, she fought with her father, Lau Chan. After a grueling fight, she finally lost the match. She has been obeying her father's progress through the matches. After the tournament, she was the feature star in a movie about fighting around the world.

Sex	Female
Hobby	Dancing
Stature	167 cm
Weight	48 kg
B.Wt./Ht.	85/5.38
Blood Type	O
Birthplace	1975/5/17
Country	Hong Kong
Fighting Style	Shito-Ken

Old Strategy

Aside from her few combos, Pai was a specialist at stringing quickly and escaping with her quick feet. She had enough fast attacks to be an offensive fighter and was mainly used as such.

New Strategy

Her speed seems to have been lessened, but her new attacks more than compensate for the loss. Her attack strengths is still very low and you mainly have to rely on quick offensive strikes and counter blows to whittle away the opponents' energy. She also has even more throw attacks that can be used with more effectively in certain stages.



Lau Chan

Lau was the runner up in the Second World Fighting Tournament while he remembers when he obtained the First Tournament. After the second competition, he was informed that his Chinese Restaurant was in trouble. So he returned to the kitchen of his restaurant to manage, cook and train!

Sex	Male
Hobby	Chinese Poem
Stature	172 cm
Weight	77 kg
B.Wt./Ht.	99/5.63
Blood Type	B
Birthplace	1940/1/3
Country	China
Fighting Style	Koon-ken

Old Strategy

Lau was a dominating force that required you to do take active defensive measures since his forceful strikes could easily push you out of the ring. His chopping hand slices could lift you in the air and he could simply juggle you all the way out of the ring as well.

New Strategy

His chopping hand slices has been toned down in power and effectiveness, but it is still possible to use them like in VF 2 although it takes a lot more effort. He still has a multitude of attacks that toss opponents into the air for juggles which makes him very intimidating.



THROW MOVES		
Self-sampa	→ P + K	High attack
Maburaha	→ P + E	High attack
Takari-sokushu	← P + K	High attack
Tenshikko	→ → P	Mid-level attack
Judo-sensho	↑ P + K	Mid-level attack
Tasenta	↓ K K + G	High attack
Koshu-tetsui	→ K	Mid-level attack
Tenshin-ryuukyaku	→ → K + G	Mid-level attack
Senkyata	← K	Mid-level attack
Toko-hisozu	↘ P + K	Low attack
Shikeshi-sesai	↓ P + E	Low attack
Toko-aniku	↓ P + K	Low attack
Shochi-sosa	↘ K + G	Low attack
Kosoku	↓ K + G	Low attack
Senren-kukyaku	↗ K	Small jump Kick
Bancho-enkashu	→ P P	Mid-level attack

Shiga-tanishu while crawling	→ P	Mid-level attack
Rensetsu	K K	High attack
Fuji-nanzokyaku	→ → K K	Mid-level attack
Tamari-tori-enigaku	← P P K	Mid-level attack
Serbu-toro-soshi	← ↘ P	Low attack
Rensushu	P P ↗ P	Low attack
THROW MOVES		
Saku-hoko	→ → P + G	Throw Move
Huto-akushui	P + G	Throw Move
Tenshin-sokushu	→ ↘ ↓ K ← P + G	Throw Move
Shichisei-renbanchu	← P + G	Throw Move
Halo-senten	↘ P + G	Throw Move
Tsugi-konshiyaku while crawling	→ P + G	Throw Move
DOWN ATTACK		
Rakuenshu	↘ P	Down attack

THROW MOVES		
Rikensu	← P	High attack
Senchiken	→ P	Mid-level attack
Rensen-mienkyaku	↓ K K	High attack
Senpugas	K + G	High attack
Renden-katanikyaku	P P P → K	High attack
Hien-odokyaku	↗ K K	Mid-level attack
Renden-hatanikyaku	P P P ↗ K	Mid-level attack
Nosai-tanhu-okyaku	P P P ↓ K	Low attack
Rensenbu	↓ K + G	Low attack
Enyu-nepukyaku	← K + G	High attack
Hien-dozu	→ → P K	High attack
Emurenikyaku	→ K + G	Mid-level attack
Jouhu-chusho	P	Mid-level attack
Ensen-kosha	↓ → P	Mid-level attack
Soko-mosashu	↘ P P → P	Mid-level attack
Soko-mosokyaku	↘ P P K	High attack

Koen-hikyaku	K K	Mid-level attack
Honshin-sokyaku	← K + G	Low attack
Rensen-sokyaku	↓ K K	Low attack
THROW MOVES		
Toshin-anbu	→ → P + G	Throw Move
Senpu-etsu	← → P + G	Throw Move
Tendri-toraku	→ → P + G	Throw Move
Sosa-ato	← ↓ P + G	Throw Move
Hien-banko	↘ P + G	Throw Move
Kuretsu-tomho	↓ → P + G	Throw Move
Shunin-kora	P + G	Back Throw Move
Ruen-nyaru	→ + G	Throw Move
Toku-anbu on rougher ground	→ P + K + G	Throw Move
PARRY STRIKES		
Ensen-baryu	← P + K	High Perry attack
Kikyaku-senten	← P + K	Mid-level Perry attack

THROW MOVES		
Shajo-sho	↘ P	Mid-level attack
Jouhu-chusho	↘ ↘ P	Mid-level attack
Syaku-sho	↘ P	Mid-level attack
Senpu-gu	K + G	High attack
Soken-omutsu	P P K	High attack
Renden-tanahikyaku	P P P K	High attack
Takemienikyaku while crawling from attack	K	Mid-level attack
Kikyaku-haten	K K	Mid-level attack
Koku-kyaku	↗ K + G	Mid-level attack
Toku-kosshikyaku	↗ K	Mid-level attack
Renden-hatanikyaku	P P P ↗ K	Mid-level attack
Tiro-tu	→ ↓ K +	Low attack
Ensen-shu	↓ K + G	Low attack
Renden-senkenkyaku	P P P ↓ K	Low attack
Toku-shashu	↑ P	Small jump Punch
Kodai-kashikyaku	↑ K	Small jump Kick

Koryu-tanahikyaku	← ↘ ↓ ↘ P + G	High attack
Ensho	← → → P	Mid-level attack
Soko-reppu	P + K	Mid-level attack
Enjin-senpukyaku	← K + G	High attack
Tenshin-mienkyaku	↓ K K	High attack
Renshu-senpago	K K	High attack
Rensen-sokyaku	↓ K K	Low attack
Hien-tanahiko	← P	Twin Mid-level attack
Hien-senpukyaku	← ← P K + G	Twin Mid-level attack
THROW MOVES		
Tenshin-banbu	← → P + G	Throw Move
Ryugyu-kaku	← ↓ P + G	Throw Move
Ryugyu-senten	← P + G	Throw Move
Rushin-nyaku	→ P + G	Throw Move
Dachi-toshi	↘ ↘ P + G	Throw Move



Wolf Hawkfield

Wolf lost the match against Akira by a narrow margin. He made a promise to Akira to fight mutually after the tournament. He returned to the forestry Iridia Reservation in Canada and started his training so that he may win the match with Akira during the Third World Fighting Tournament.

Sex	Male
Hobby	Karate
Stature	182 cm
Weight	104 kg
B.W.H	124/94/99
Blood Type	O
Birthday	1966.2.8
Country	Canada
Fighting Style	Professional Wrestling

Old Strategy

Wolf was also one of the favored players chosen by veterans, but Jeffry was a bit more powerful than Wolf who had moves that were somewhat easier to see. His clothesline and shoulder tackle were very powerful, but veterans can see them coming from a mile away.

New Strategy

His slower moves are now a cause for extra vulnerability due to the dodge button. He does have tricky variations on his old moves like a low sweeping burst that trips opponents up. The main separating difference between Jeffry and him is the ability to direct counter and less throwing attacks.



Jeffry McWild

Jeffry was not able to make much money during the second tournament, due to his poor performance. He started to build a new fighting base by himself.

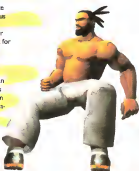
Sex	Male
Hobby	Ragga Music
Stature	183 cm
Weight	112 kg
B.W.H	123/92/98
Blood Type	A
Birthday	1957.2.10
Country	Australia
Fighting Style	Professional

Old Strategy

Jeffry was arguably the most dominate player in part 2 due to his tremendous grappling ability and random special attacks that were rarely seen. One or two grappling moves were all it took for the fisherman to put you away.

New Strategy

The throws can now be seen when an opponent misses with them and gives Jeffry a new vulnerability. He is still an incredible bruiser and now the emphasis is more on his Punch and Kick attacks. Some of these attacks strike extremely quick like the Low Ducking Kick. His relative speed is still slow, but that's all a part of the strategy for Jeffry.



Kage-Maru

Through the final stages of the second tournament, he checked the internal organization of Judgment & he helped out on the missions and went looking for his mother who he believed was arrested by Judgment & After the exhibition matches, he finally found his mother "Yashiro". He brought his mother to their home town "Yaguchi".

Sex	Male
Hobby	Mah-jong
Stature	178 cm
Weight	64kg
B.W.H	101/88/90
Blood Type	B
Birthday	1971.5.6
Country	Japan
Fighting Style	Judo-Jiu-Jitsu

Old Strategy

Kage was a tricky fighter who could rely on a multitude of different techniques to confuse opponents. He had his quick Punches and Kicks which made him ideal for offensive strategies as well as having his one direct counter.

New Strategy

Kage seems to have gotten faster and with the revised jumping method of VF 3, he can hop around and attack you in many new and different ways. His ring out attacks can now be used as cornering techniques to keep opponents against a wall for extra damage.



MID-LEVEL MOVES		
Level back chop	P + K	High attack
Shoulder attack	← → P	Mid-level attack
Reverse windhammer	↓ → P	Mid-level attack
Flipping knee lock	→ → K + G	Throw Moves
Neck cut kick	K + G	Throw Moves
Saw butt	→ K + G	Mid-level attack
Front roll kick	← → K + G	Mid-level attack
Drop lock	↗ K	Mid-level attack
Low drop	→ ↓ K	Low attack
Janus	↖ P + K	Low attack
Double high kick	K K	Throw Moves
Tomahawk flush	→ P + K	Throw Moves
Tomahawk chop	↗ P	Throw Moves
Dragon fish blow	→ P P	Throw Moves
Short Shoulder	← → P + K	Mid-level attack

THROW MOVES		
German suplex	P + G	Throw Move
British armbar	↘ P + G	Throw Move
Giant swing	← → ↓ → P + G	Throw Move
Body Slam	↘ P + G	Throw Move
Tiger throw <i>(on crutching opponent)</i>	↘ P + K + G	Throw Move
Double arm rights <i>(on crutching opponent)</i>	↘ P + K + G	Throw Move
Side throw <i>(on crutching opponent)</i>	↘ P + K + G	Throw Move
Embrace throw	↘ P + G	Catch and Throw
Catch	→ P + G	Throw Move
Wrist lock throw	→ ↘ ↓ ← P + G	Throw Move
Arm Whip	→ → P + G	Catch and Throw
Thunder fire power bomb, white catch	P + G	Throw Move
Change while catch	→ P + G	Throw Move
CATCH AND THROW		
Dragon Screw	↘ P + K	Mid-level Perry attack
Captured	← P + K	High Perry attack

THROW MOVES		
Stomach crush	← ↘ P + K	Mid-level attack
Elbow stamp	← P	Mid-level attack
Diak elbow upper	→ → P P	Mid-level attack
Elbow hammer	→ P ← P	Mid-level attack
Korika kick	→ → K	Mid-level attack
Heel kick	→ → K	Mid-level attack
Toe kick	↓ K	Mid-level attack
Heel dunk hammer	↓ P + K	Mid-level attack
Rising hammer	← ↘ P P	Mid-level attack
Combo korika kick	P P ← P	High attack
Korika hook	← → P	High attack
Triple upper	↘ P P P	Mid-level attack
Tornado hammer	→ ← P	High attack
Knee hammer	← K P	High attack
Middle bell stamp	→ P + K	Mid-level attack
Korika upper	↘ ↘ P	Mid-level attack

Killing toe lock hammer	K K	Mid-level attack
Dodging low	↓ K + G	Low attack
THROW MOVES		
Back breaker	P + G	Back Throw Move
Power slam	→ P + G	Throw Move
Splash mountain	↘ P + G	Throw Move
Body lift	← P + G	Throw Move
Power bump <i>(on crutching opponent)</i>	↘ P + K + G	Throw Move
Michiko gun <i>(on crutching opponent)</i>	↓ → P + K + G	Throw Move
Iron claw <i>(on crutching opponent)</i>	↓ P + K + G	Throw Move
Front back breaker	← → P + G	Throw Move
Toe lock splash mountain	↓ ↘ P + G	Throw Combo
Triple head butt	← → P + G → P + G → P + G	Throw Combo
Machine gun hammer	↘ → P + G	Throw Move
Spanish Butter	↓ P + G	Throw Move

THROW MOVES		
Soludan	↘ P	High attack
Rakutenjin	→ P + K	High attack
Gien-ya	← K + G	High attack
Haguryu	→ K + G	Mid-level attack
Tsunagi-giri	↓ K + G	Mid-level attack
Susha-giri	↖ K + G	Mid-level attack
Senpuji	↖ K	Mid-level attack
Puikin-hozogen	↓ → K	Mid-level attack
Sanda-ungari	P P P K	Mid-level attack
Sanda-Agungaku	P P P K K	Mid-level attack
Rakyo-hishokoku	→ → P + K + G	Low attack
Ryaci-kyaku	→ → K	Low attack
Kasen-gzakyaku	← → ↓ ↘ K	Low attack
Jibashin	↖ K	Low attack
Senpujin	↓ P + K	Low attack
Raon	← P	High attack

Ura-senko	↘ K + G	Mid-level attack
Ganzanba	↘ P	Mid-level attack
Higakura-senja	↘ P + K	Mid-level attack
Engau-gari	↘ P + G	Mid-level attack
Razen-ungen	← P K	Mid-level attack
Sanda-niss-ungen	P P ← P K	Mid-level attack
THROW MOVES		
Haura-goumi	P + G	Back Throw Move
Kage-guani	← → P + G	Throw Move
Katana-guani	↘ P + G	Throw Move
Kasen-raku	← P + G	Throw Move
Jungaku-jizai	→ P + G	Throw Move
Patha-mondoko	↘ P + G	Catch and Throw
Powerupade (from Kazemaru's power up)	→ P + G	Throw Combo
PARRY ATTACKS		
Kato-guchi Perry High Parry	P + K High	Perry attack

Virtua Fighter 3



Shun-Di

Just before his final proximity match, he found that his missing pupil was a rascal. After his match, he was looking for his pupil but in vain. After the tournament, Shun made the trip to look for his pupil but again in vain. He finally decided to enter the third tournament and went to the cave to have up his kung fu technique.

Sex	Male
Hobby	Drink the sake
Stature	163 cm
Weight	63 kg
B/W/H	88/57/99
Blood Type	O
Birthday	1912.12
Country	China
Fighting Style	Drunk kung fu

Old Strategy

The wily old geezer was a favorite early on, but once you saw his sneakery enough, it was over for him. He still had good power in his attacks, but he was not deep enough for veterans and confusing to use for beginners.

New Strategy

Shun has definitely come back as a winner with all kinds of new tricks that complement his old arsenal of goodies. He had a dodging maneuver before, but now he has a multitude of ways to get around you and away in addition to the standard dodge methods.



Aoi Umenokoji

Aoi was born the eldest daughter of the master of a distinguished martial arts school that has been around for many generations. From an early age, Aoi was taught by her father who instilled in her the art of Aikido. She entered a small martial arts tournament, where she overcame her opponents with her skills and grace, and was awarded the championship. After the awards ceremony, Aoi saw her father clashing with Akira Yuki. While speaking to Akira, he mentioned the World Tournament of Fighters. Aoi asked if she too could enter this tournament and fight against Akira. He did not answer.

A few days later, Aoi suggested to her father that she enter the World Championship Tournament of Fighters. Her father was strong, and her father's training was the best. Aoi decided to enter the tournament. Aoi can test her strength and fight against Akira.

Sex	Female
Hobby	Not Applicable
Stature	162 cm
Weight	47 kg
B/W/H	89/53/86
Blood Type	A
Birthday	1979.1.10
Country	Japan
Fighting Style	Aiki-Jujitsu

Old Strategy

Not Applicable

New Strategy

A very strong and agile fighter. She is a good match for Akira and seems to be a mix of Pai and Akira in terms of speed and moves. Her power is pretty good and she is equally adept at both Punch and Kick attacks. Her main strength lies in her Direct counters which match up well against Akira's. She can even direct counter when her back is toward the opponent. Some of her combination attacks can be delayed with timing which confuses opponents.



Taka-Arashi

Taka was very popular due to his powerful style of Sumo. One day during a Sumo race in America, his fellow wrestlers got in a fight with an American. Not wanting to be in a fight, he decided to go back home. Not only this, but the American challenged him to enter the fight. It was an underground fighting arena that this American is involved with.

Shaking off his hands who tried to stop him, Taka wants to enter the arena as a Sumo wrestler. The American is a Sumo wrestler in the underground, and they are looking for a powerful Sumo wrestler. Taka's style of Sumo is very powerful and he is very strong. Taka's style of Sumo is very powerful and he is very strong. Taka's style of Sumo is very powerful and he is very strong.

Later, Taka enters the arena to fight the American. Taka's style of Sumo is very powerful and he is very strong. Taka's style of Sumo is very powerful and he is very strong. Taka's style of Sumo is very powerful and he is very strong.

Sex	Male
Hobby	Shop
Stature	202 cm
Weight	198 kg
B/W/H	162/200/192
Blood Type	O
Birthday	1968.11.11
Country	Japan
Fighting Style	Sumo

Old Strategy

Not applicable

New Strategy

He has the most powerful single attacks in the game. He has devastating punches and other Sumo inspired plays that will have you reeling. Taka's advantage of the fact that he will not be stunned by attacks for long and strike back as quickly as possible.



SPECIAL MOVES		
Rensu-gikushu	← → P P P	High attack
Oso-goku	← P	High attack
Chowan-ryoken	↓ ↘ → P	Mid-level attack
Tenshin-sachisho	→ P + K	Mid-level attack
Hatao-enseniyaku	↖ K + G	High attack
Kochu-entzu	↖ K K K	High attack
Chabu-soteniyaku	→ → K	Mid-level attack
Honcho-russotoku	← K + G	Mid-level attack
Amami-ensei star-dribbling	↓ P + K	Low attack
Yamato-ensen-asso star-dribbling	↓ P + K K K	Low attack
Serpu-sotai	↓ + G	Low attack
Renshu-ikushu	K K P	High attack
Senho-gukushu	← ↘ P	Mid-level attack
Susaniku	P + K	Mid-level attack
Kasenko	→ (P P P) K	Mid-level attack
Tesshu-shakoulin sand walk-down spinn only	P + K	Mid-level attack

SPECIAL MOVES		
Fupakura	→ → P + K	High attack
Joshi-musencho	← ← P + K	High attack
Ninenzou-ochu	P P P	High attack
Mucho	↘ P	Mid-level attack
Koromo-garuma	→ → P	Mid-level attack
Sodoshakun	↘ P	Mid-level attack
Hoo-shu	↘ P + K	Mid-level attack
Hicho	→ P	Mid-level attack
Tsumu-zakura	→ P P	Mid-level attack
Kuma-geri	→ K K	High attack
Ninenzou kugiyaku	P P K	High attack
Rajinba	→ K	Mid-level attack
Kasugame	↓ K K	Mid-level attack
Renzou-kodachi	P P P K	Mid-level attack
Kutanagi	↓ K + G	Low attack
Renzou-kusagi	P P P ↓ K	Low attack

SPECIAL MOVES		
Tsuppen	P P P P P	High attack
Morose-tsuppen	→ → P P P	High attack
Kachiage	↘ P + K	Mid-Level attack
Morose-tsuki	→ → P	Mid-Level attack
Mage-hunte	P + K	Mid-Level attack
Hijate	→ P	Mid-Level attack
Zazgiki	↘ ↘ P	Mid-Level attack
Mageru	← → P	Mid-Level attack
Ovi-parashi	↘ P	Mid-Level attack
Ovi-kachiage	↘ P + K	Mid-Level attack
Tahakoreni	← P + K	Mid-Level attack
Kantrude	← P	Mid-Level attack
Hyacu-wari	↖ P + K	Mid-Level attack
Taru-kudaki	→ → P	Mid-Level attack
Higumi-zumc	↓ ← → P	Mid-Level attack
Hijate-ozeki	→ P P	Mid-Level attack

Renshu-chogoku	K K	High attack
Shasbu-entenkyu	→ K + E	Mid-level attack
High-entenkyu from rising position only	K	Mid-level attack
Renshu-ikushu	K K ↓ P	Low attack
THROW MOVES		
Senho-tandenshu	P + G	Throw Move
Toshi-ritsu	← P + G	Throw Move
Kanshen	P + G	Back Throw Move
Tenshin-soko	↘ P + G	Throw Move
Rasen-sichu	↘ P	Down attack
SHIFTING TECHNIQUE		
Tessotaru	→ ↘ ↓ ↖ ← +	Shifting technique
Zassotaru	↓ ↓	Shifting technique
Gyoinbu	↓ P + K + G	Drinking
Oshin	← ↖ ↓ ↘ ↗	Shifting technique
Chubeshin	↑ P + K	Shifting technique

THROW MOVES		
Kama	P + G	Throw Move
Sugi-tsushi	P + G	Throw Move
Rokuden-ebirin	← P + G	Throw Move
Engouchi	↖ P + G	Throw Move
Alle-nage	↓ → P + G	Throw Move
Yaku-tsukuri on fall or recover	P P ↓ P	Throw
Move-Ura-senryu	→ P + K	Back Parry attack
Ura-kongoshi	P + K	High Parry attack
Hoboro	← P High	Parry attack
Tenshin-ryushu	← P + K	High Parry attack
Ryano-agito	→ P + K	Mid-level Parry attack
Senryu	↓ P + K	Low Parry attack
DOWN ATTACK		
Edo-kudaki while fall on back	↘ P + G	Throw

Maruta-ikka	→ K	Mid-Level attack
Sko-geri	← K	Mid-Level attack
Tapay-hara	↓ P + K	Low attack
THROW MOVES		
Abao-tsushi	→ → P + G	Throw Move
Uwate-nage	P + G	Throw Move
Tsuri-sanda	P + G	Throw Move
Yotaru	→ P + G	Throw Move
Sotokake	↘ P + G	Throw Move
Kabinge	↖ P + G	Throw Move
Isori	↓ ← P + G	Throw Move
Tsukuru-nage on crouching support	↘ P + K + G	Throw Move
Yakuri-nage from pounce position only	P + G	Throw Move
Sonozaki from yotaru position only	← P + G	Throw Move
SURPRISE ATTACK		
Noko-demashi	P + K + G	Surprise Attack



Glajuwon—DREAM 0000
Ferner—EDDIE 6213
Elliot—ELLIOT 0000
Geen—EUGENE 6767
Ewing—EWING 0000
Hill—GHILL 0000
G. Robinson—GLENINK 0000
Grant—HGRANT 0000
Rivett—JAMIE 1000 or MUNDAY 5432
Japple—JAPPLE 6660
Skies—JASON 0729
Carlton—JC 0000
Hendrick—JFER 0503
Hey—JONHEY 6000
Johnson—JOHNSEN 0000
Kemp—KEMP 0000
Kidd—KIDD 0000
Boon—KOMBAT 0004
Malone—MALONE 0000
Martinez—MARTY 1010
Mednick—MEDNIK 6000
Miller—MILLER 0000
Minifee—MINIF 6000
Morris—MORRIS 6000
Tobias—MORTAL 0004
Mutoombo—MUTOMBO 0000
Murnan—MURSAN 0000
Venkoush—MXV 1014
Hrlich—MXK 7000
Ritzgerald—PATY 0000
Perry—PERRY 3500
Pippen—PIPPEN 0000
Quinn—QUIN 0330
Rice—RICE 0000
Rodman—RODMAN 0000
Root—ROOT 6000
Liptak—SHAWN 0123
Smits—SMITS 0003
Dusler—SNO 0103
Stackhouse—STACH 0000
Starks—STARCS 0000
Turnell—TURNEL 0332
Webb—WEBB 0000
Webber—WEBBER 0000
Funk—WFLNK 0101
Mourning—MOURING 0000

STARTUP MESSAGES

Write Life

Enter the first Bowser stage and grab as many coins as you can. When you reach Bowser, do not throw him; instead, run around and pick up all of the coins that appear when he breathes fire. If you collect 1,000 coins—which takes almost two hours—a green letter "M" will appear next to your life counter. Now whenever you die, instead of losing a life, your life counter will be increased by one.

WAVE RAKE ON

Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. To activate the trick, you must perform all of the possible stunts—that

means you must do a handstand, ride backwards, stand up, do a somersault, do a vertical flip off a ramp, do barrel rolls off a ramp in both directions (clockwise and counter-clockwise) and do the submarine dive off a ramp. You must also go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps, you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you can do all of the above correctly, you should hear the dolphin chattering happily when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick **Down** and press a button to confirm your choice. (If you want the alternate-color character, hold **Up** on the D-pad while holding **Down** on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new dolphin-riding demo.

WATERS CRAFTED TO HUNTER

Instant Start

To start a game quickly, hold any button except **A** at the main menu and press **START**; you'll immediately jump to the face-off with you playing as Gremmy on the Rangers. Select Opposing Team. When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the **C** button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

Player Size Tricks

At the Options menu, hold the **CA**, **C** or **CV** button and press **R**; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows.

Big Heads—Hold the **CV** button and press **R** until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the **CV** button and press **R** until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the **CV** button and press **R** until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the **C** button and press **R** until the third digit of the "Specials" option is "1".

Giant Players—Hold the **C** button and press **R** until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the **CA** button and press **R** until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the **CA** button and press **R** until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

Forfeit Game

During a game, press **START** to pause and access the Options screen, hold **L** and press **C** nine times; the seventh digit of the "Specials" option will change to "1". When you return to the game, you'll find that the game clock is at 0:00 and the score is 1-0 against you.

Trade Players

At the Options screen, hold the **L** button and press **CV**, **CV**, **CA**, **CA**, **CV**, **CV**, **C**, **C**, **CV**, **C**, the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the **C** button ten times. A screen "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press **A**. The roster of the first team appears on the left, press **B** to change the team on the right. Use **Up** or **Down** to highlight the name of the player you want to replace, use **Left** or **Right** to highlight the name of the player you want to replace him with. Press **A** to make the substitution. Press **START** to advance to the other team to modify; when you're finished, press **START** again to return to the "Team Stats" screen.

Frequent Fight Mode

At the Options screen, hold **L** and press **C**, **C**, **C**, **C**, **C**, **C**, **CV**, **CA**, **CV**, **C**, **C**, **C**, **C**, the "Specials" option will appear with the ninth digit changed to "1". Now you'll have fights breaking out approximately every 20 seconds.

Access Super Teams

At the Options screen, hold the **L** button and press **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, **C**, the "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

See Company Logos

Press **Z** at the Options menu to view the company logos that appear on the sides of the ring during the game. This only works if you choose Options from the main menu, not during a game. You can also do this at some other menu screens, like the "Records" menu.



When you select a character's biography screen from the "Records" menu, you haven't been able to keep track of all the new pros developments in the MK series. As a public service to our readers who are interested in the storyline of the Mario Kart games, here are the biography and ending screens that tell the

story of each character. The biography screen shows a character's stats and background information. The ending screen shows a character's name and a brief summary of their career. The biography screen also shows a character's stats and background information. The ending screen shows a character's name and a brief summary of their career.



Death" on, the first player to strike will automatically win the round. If you're having trouble remembering this code, here's a simpler version: During the opening demo, press **L1**. If you'll hear a whistling sound. Now you can access a "shorter" screen of the cheat menu without the "One Round Match" or "One Hit Match" options.

ICEBERG EXHIBIT TRILOGY

Goal Select:
At the character-select screen, highlight Sonya, hold **Up** and press **START**, you'll hear a signal to confirm. Now choose your fighter, before the match begins, a menu will appear that allows you to choose which arena you want to start in.

Secret Character:
At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Kahn, Ermac, etc.). Before the right lights, hold **L1** + **Black** + **High Punch** + **High Kick** and point the D-pad away from your opponent. Hold all of these buttons down until the fight begins, your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other enemy characters.

Secret Cheat Menu:
Choose "Options" from the main menu, then highlight "Game Configs" and hold **L1** + **L2** + **R1** + **R2** + **Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "???" menu in the Options screen. Here you can activate several cool options, including "Instant Aggressor" + "Normal Doze Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Station Filler" option, you can perform finishing moves with ease as follows:

- Fatality = **1** - Press when "Finish Him/Her" appears.
- Victory = **2** - Press when "Finish Him/Her" appears.
- Annihilation = **3** - Press when "Finish Him/Her" appears.
- Friendship = **4** - Press **R1** when "Finish Him/Her" appears.
- Brutality = **5** - Press when "Finish Him/Her" appears.

IRON MAN EXTREME

Secret Tones:
To access special tones, enter the initials and birthdates (as shown).

Al-Star East, Team 1—MMH Jan 20
Al-Star East, Team 2—EST Mar 14
Al-Star West, Team 1—WST Jul 21
Midgets, Team 2—SMAK Apr 23
Smiley Tones—MOT Mar 22

Random Select:
At the team-select screen, hold **Up** and press **R1** to choose a random team. Once your team has been chosen, you can hold **Up** and press **R1** again to choose two players at random.

Stealth Select:
At the team-select screen, hold **Down** and press **R1**. Your opponent and team choice will disappear. Now you can move the cursor to choose a team without your opponent knowing which one you've picked.

IRON MANSION

Secret Character:
To access a secret character, hold the **L1** and **R1** buttons and enter the initials and birthdates as follows:
Bill Clinton—BL Jan 3
Hillary Clinton—HL Nov 5
Franklin D. Roosevelt—FRS May 4
John F. Kennedy—JFK Jan 9
JFKy JFK—JFK Oct 9
Frank Pierce—FP Feb 2
Frank Sinatra—FSK Jan 15
John F. Kennedy—JFK Sep 20
Charlotte Haines—CHR Jan 12

Minnesota Timberwolves—MNT Mar 7
Phoenix Suns—SUN Apr 2
Atlanta—ADR Apr 8
MCA—MCA Apr 9
Mike D—MD Jul 1
Moore—MOG Jun 8
Gordon—GDS Jul 3
Wizards—WZ Feb 4
Shelley—SHY Jan 8
Blitz—BLZ Jan 18

Turnell—TUR Jan 31
CWA—CWA Jan 31
Gordon—GDS Jan 8
River—RDV Jul 1
Carlson—CAL Mar 25
Lutsk—LUP Jan 16
Major Ham—MTH Dec 8
Krispy—KRI Dec 18
Worm—WAT Aug 24

Felica—FAS Nov 15
Snake—SNK Jan 15
Imi—IMD Apr 2
Colby—COL Jan 2
Gordon—GDS Apr 9
Felix—FAS Aug 6
Hodgson—HOD Dec 31
Tundell—TUN May 7
Whelan—WHA Mar 1

McKee—MKS Dec 24
McKee—MKS Dec 24
Higgins—HIG Feb 19
Gray—GRY Feb 19
Fennell—FEN Jan 2
Burgess—BUR Aug 7
Gordon—GDS Jan 2
Peters—PES Apr 16
Went—WAN Jan 10
Quadrini—QD May 5
Gow—GOW Jan 17
Therewith—THI Nov 1
Lick—LCK Apr 14
Delacoe—DEL Oct 10
Sawicki—SAW Jan 21

Random Order:
Each of the NBA teams in *Iron Man 7-E* has more than three players available to choose from. To find these hidden hero characters, just put the cursor on the team you'd like to choose, hold the **SELECT** button and rotate the D-pad in a counter-clockwise direction. A card will drop from the top of the screen with the name "EXTENDED ROSTER," now you'll see extra players as you toggle through the lineup with the **SELECT** button. Note that if you choose the extended roster for one team, that choice is chosen for all teams; the extended roster will not be available for the second team. The trick also works at the "Substitution" screen.

Power-Up Codes:
Just like all of the other versions of NBA Jam, the PlayStation *NBA Jam* edition offers plenty of power-up codes. Each of these codes must be performed at the "VS" screen, when the announcer is saying, "Tonight's match-up is..." In most cases, you'll see text on the screen that tells you the code to place. Some of the codes don't show you immediate results on the screen, but you'll know they have been activated if you see your player finishing while before the tip-off.

Display that percentage: **↑ ↑ ↑ ↑ ↑**
Powerful Dunk: **↑ ↑**
Powerful Defense: **↑ ↑ ↑ ↑ ↑**
Powerup 3 Pointers: **↑ ↑ ↑ ↑ ↑**

Powerup Flip: **↑ ↑ ↑**
Quick Hand: **↑ ↑ ↑**
Miss Power: **↑ ↑ ↑ ↑**
High Shot: **↑ ↑ ↑ ↑ ↑**

Push one opponent and both fall: **↑ ↑ ↑**
Push one opponent and only his teammate falls: **↑ ↑ ↑ ↑ ↑**
Baby Mode: **↑**

Huge Mode: **↑ ↑ ↑ ↑**
Big Hand: **↑**
Mammoth Hand: **↑**

NEW SPORTS

All-Star Weekend:
Choose "Exhibition" from the main option menu, then, at the "Exhibition" menu, press **R1**, **L1**, **R1**, **L1**, **R2**, **L2**, **R2**. You'll see a new option called "All Stars" at the bottom of the menu. For this option to "take effect," to play an exhibition match in Phoenix; the court will be decorated with the "94-95 All-Star Weekend logo. Better yet, if you press **R1**, **R2**, **L2**, **R2**, **L2**, **L1**, **L2** at the exhibition menu, the "All Stars" option will also allow you to choose to play a game in San Antonio with the court decorated as it was for the "95-96 All-Star game. The teams will be called "Western Conference" and "Eastern Conference," but the players will still be those from the teams you select.

Sunk Peak:
If you want to get a better look at the cheerleaders who appear during halftime, just hold the **L1**, **L2**, **R1** and **R2** buttons. The cheering game statistics will disappear.

NBA FOOTBALL GAMER'S MODE

Enter Egg Codes:
At the main GameBreaker menu—the one that says "Fan-Invited Player Options"—press **L1**, **R1**, **L2**, **R2**. A secret "Enter Egg" menu will appear. Choose "Add Entry" and press **↑**, then use the **D** button to enter any of the cheat passwords shown below for selected teams. The codes must be entered exactly as shown, including the capital letters.

Announcers:—Quarterbackers are bigger
Big Arm—Quarterback can throw farther
Big Pass—Quarterback can kick farther
Big QB—Players designated as Quarterbackers are bigger
Biggest—Biggest weather

Blocking Down—Quarterbacker offensive line blocking
Brother—Brother-colored players
Cannon—Quarterback can throw quicker
Copper Flip—Players flip very high when hit
Copper—Copper-colored players

Fast—Faster "speed boost" power
Fastest—Fastest players
Giant—Bigger players
Gold—Gold-colored players

Handi—Better receiving ability
Healthy—Start with no injuries
Humane—Humane weather
Interceptions—More interceptions
Juke—Better juke moves

Little Arm—Quarterback can't throw as far
Little Feet—Punter and Kicker can't kick as far
Little—Smaller players

Platinum—Platinum-colored players
Platinum—Platinum-colored players
Rock Man—Hit harder
Silver—Silver-colored players

Slow CPU—Computer opponents are slower
Slow—Players can't move as well
Slowly—Players can move better
Tackles—Better tackling ability

Tiny QB—Players designated as Quarterbackers are smaller
Tornado—Very windy weather
White Knight—White-colored players

EMU All Stars—Eastern Michigan All-Star team
MIA All Stars—Miami All-Star team
MIA All Stars—Miami All-Star team

OSU All Stars—Ohio State All-Star team
USC All Stars—Southern California All-Star team

THE NEED FOR SPEED

Hidden Tracks:
Choose "Drive Player" from the main menu and select "Tournament" mode. Choose "Powerslot" at the tournament menu and enter the password "TSRMP," then press **START**. With this code in place, you can

now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Fast Vegas."

"Rally" Needs:
With the cheat password in place, highlight any track and hold the **L1** and **R1** buttons. You'll see the name of the track change to "Rally," this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold **L1-R1** while the "Rally Springs" track is highlighted, you'll gain access to yet another secret hidden track, this one's a desert course called "Oasis Springs."

Secret Car:
With the "TSRMP" password in place as described, choose any game mode and press the car select screen. Highlight any car and hold **L1-R1**, now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

Crash Mode:
Again, with the "TSRMP" password in place, go to the "Race Location" menu and highlight the "Segment View" (or lap select) box. Hold **L1-R1** and you'll see the words "Crash Mode" appear. Start the race in *Crash Mode* and you'll find that the game plays much more like a *Kidz Race* style arcade game instead of a full-on simulation.

Machine Gun Race:
Choose the *Head-to-Head* mode on the *Game Type Screen*. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold **L1**, **R1**, and diagonally up/down on the D-pad until the race starts. When the race begins, you'll hear the words "Now it's your turn to tank the race." The noise it produces will sound like a machine gun.

THE GAMERS

Hot Passwords:
Choose any of the following passwords, choose "Options" at the main menu, then press the **SELECT** button 16 times the memory card screen. Press **SELECT** again to enter a password. Note that all of the following codes will take effect only if all of the letters are in, press **SELECT**, if you've entered the code correctly, the screen will display the password in big yellow letters on a greenish background.

OFFICIALS:—Gives you a high-powered defense.

DEFENSE:—Gives you a high-powered defense.

JUICE:—Gives you a more powerful "speed boost" from the *B* button when running *STICKUM*—Just like Freddy Bitch, you'll be able to cut corners and hang on to the inner loop when you get hit.

Big BOYS:—Makes the Ironmen look bigger
CANNON ARM:—Lets your quarterback throw farther

SHOOTER:—Players fly farther when hit
CRUNCH TIME:—Injuries happen more frequently

POCK CITY:—Interceptions are easier
SELECTION:—Lets you play with two secret characters in these cheats. We know of five other passwords that are accepted by the game, but don't have an obvious effect. They are as follows:

MAYHEM
UNMORTAL
SEGGCODE19
SEGGCODE19
SEGGCODE15

NFL QUARTERBACK CLUB '97

Cheat Codes:
At the main menu, choose "Play," then select a "Person" game. When the team-select menu appears, enter any of the following codes to get different cheats and when the password "TSRMP," then press **START**. With this code in place, you can

PlayStation tips

Restart the game once with any character and get the best ending. When you return to the option menu, you'll find a new Will Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

**Zellin Transform Combo**

When playing as Zellin, do his Plasma Combo, then immediately press A, Forward, Guard. Zellin should begin to transform. Press A to turn left, B to turn right, kick to change size and Guard to stop transforming.

Change Camera Angle

Immediately after winning a fight, hold \square + before your character goes into his or her victory pose. During the pose, keep holding those buttons and press \square to zoom in, \triangle to zoom out and use the D-pad to change the camera angle.

Night Fighting

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night.

Play in Arcade Mode

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes for three minutes if playing one round battles. After you fight Bitten, you'll face the "Real Bitten".

Play as Kappa

If the timer is exactly at 30 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent. Play as Bitten.

At the character-select screen in arcade mode, highlight Hyaina, hold SELECT, move the cursor all the way over to the right to Gee and press \square + simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Bitten.

Play as Kappa

Note: You must enter the "Play as Bitten" code above before you can play as Kappa. At the character-select screen in arcade mode, highlight Bitten, hold SELECT, move the cursor all the way over to the left to Hyaina, then press \square + simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Left to find Kappa.

Play as Blood

Note: You must enter the "Play as Kappa" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Bitten, hold SELECT, move the cursor left to Bitten, press \square +, then press Right to highlight Kappa and press \square + simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappa.

STARTUP SEQUENCE ALPHA**Rapid Fire**

At the main title screen, press Up, Up, Down, Down, \square , while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the button to access the rapid-fire laser.

SECRET FIGHTER ALPHA**Secret Characters**

To play as a hidden character, highlight the "P" box on your side of the screen at the character-select menu and enter the appropriate code shown below. All buttons shown refer to the default controller configurations. Important note: Each of the following codes must be entered very quickly if you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can only select the hidden character by highlighting the "P" box and pressing Down.

M Bitten (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then \square + simultaneously.

M Bitten (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then \square + simultaneously.

To choose the alternate-color Bitten, and the code by pressing \square + simultaneously.

Instead of "P"

Aluma (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Down, then \square + simultaneously.

Player 2—Hold the L2 button and press Right, Right, Down, Down, Down, then \square + simultaneously.

To choose the alternate-color Aluma, hold the code by pressing \square + simultaneously instead of \square +.

Dan (both players)—Hold the L2 and R2 buttons and press \square + simultaneously.

To choose the alternate-color Dan, hold L2 and R2 and press \square +, \square +, \square +.

STREET FIGHTER ALPHA 2**Play as "Ghost" Chun-Li**

At the character-select screen with the "shortcut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then press any button to choose her before releasing SELECT. You'll see her costume change to the style she looked in *Street Fighter II* Champion Edition, wear her headband as a "charged" move.

Play as "Suke" (True) Aluma

At the character-select screen with the "shortcut" turned off, highlight Aluma, hold SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Aluma, Chun-Li, Guy, Riktor, Sakura, Rion, Riktor, Aluma, Bitten, Dan, Aluma. Now press and hold SELECT for one second, then press an action button to choose Aluma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Aluma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right, Left, Down, Right.

Right Against "Suke" (True) Aluma

Start a game in Arcade mode by choosing your character with a Punch button for a Kick button if you're on the Player 2 side. Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Suke" Aluma will appear before the eighth match as the final boss. If you lose to him, he will surrender you to be inferior and he will not reappear.

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "FIGHT" appears—hold the SELECT button and use the Joystick or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

TECHNIQUE**Galaga Sequel**

To continue playing the Galaga landing game as many times as you wish, just press the SELECT button whenever the screen displays your "Number of Hits." If you score a perfect 46 ships in the first round, the game will automatically continue to the next round. There are eight ways in if you don't like using the D-

pad to move your ship, you can use the L and R buttons on top of the controller holding the A button gives you rapid-fire Double Ships.

There are two ways to get twin ships in the mini-Galaga game.

Method 1: If you score a perfect 46 ships in the first wave with a total time of 185 seconds or less, you'll get the double ships for the second wave through the rest of the game.

Method 2: When you first lose the game, wait for the PlayStation logo to appear, then hold Up, L1, \triangle and R1 on Controller 2 until the Galaga game starts. Now you can use the twin ships on the first wave. Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "60" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships.

After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his old alter-ego.

Play as the Boss

You've probably noticed the extra characters that you can earn in Tekken by beating the game in Arcade mode. Each of the game's eight characters will "release" one additional fighter when you beat the game with him or her. If you beat the game with all eight characters, you'll earn additional eight hidden characters to use in Arcade or two-player mode. To earn the legions, Heihachi, as a playable character, you must beat the game with any character in Arcade mode without continuing. You may find it easier to do this if you use the option menu to select the round to 20 seconds. It also helps to choose one-round battles.

Hidden Character Demos

With the exception of Devil Kazuya, you can watch any of the game's fighters mixing it up in the demo mode. To do this, hold down the buttons as shown while the game is in demo mode:

Kazuya: Hold \square on the D-pad.

Paul: Hold \square on the D-pad.

Jack: Hold \square on the D-pad.

Nina: Hold \square on the D-pad.

King: Hold \square on the D-pad.

Yoshimitsu: Hold \square on the D-pad.

Melchior: Hold \square on the D-pad.

Heihachi: Hold \square on the D-pad.

Lee: Hold L1+L2+R1+R2+ \square on the D-pad.

Kuma: Hold L1+L2+R1+R2+ \square on the D-pad.

Wang: Hold L1+L2+R1+R2+ \square on the D-pad.

Jack: Hold L1+L2+R1+R2+ \square on the D-pad.

Anna: Hold L1+L2+R1+R2+ \square on the D-pad.

Armer: King: Hold L1+L2+R1+R2+ \square on the D-pad.

Ganryu: Hold L1+L2+R1+R2+ \square on the D-pad.

Kumatora: Hold L1+L2+R1+R2+ \square on the D-pad.

The also works on Controller 2. For example, if both players hold all four L and R buttons on top of both controllers, the demo will show Heihachi fighting Heihachi.

Mystery Fists

At the Test Mode screen, enter the "2P Game Wins Show" option to "Fruit." Now start a game in Arcade Mode, but join with Ganesh and you'll witness a mystery fight. After the first player wins and over again to see the fruit counter in the corner of the screen change to different wacky symbols. At the 26th battle, a "Special Fruit" symbol appears. This sign has some sort of significance, so what it appears in several classic Namco arcade games...but we don't know what it's doing in Tekken. Can you unlock the mystery of Battle 25 and its Special Fruit?

You'll also see two characters from Pac-Man including the deli-cater Henshi.

TECHNIQUE**When Characters**

When you beat the game in one-player mode with a particular character, the "best" character you defeated will become available as a playable character in all game modes. When you play in one-player mode in one of the "best" characters, you'll face Kappa, beat him and he, too, will become a playable character. Best of game is Kazuya and you will face Devil. You'll have to add Devil and Angel to your roster. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say "Great!" If you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button, to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of the characters to perform any of the following tricks:

Kazuya's Purple Suit

Highlight Kazuya and press START to see his sick purple suit. This works in every game mode. To start a battle and can only be used by one player in a two-player game.

Super-Deformed Characters

Hold the SELECT button before the "is" screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

Punch-Out! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll see a screen full of prize pictures perspective with your character drawn in green wire-frames, just like Nintendo's classic Punch-Out! arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

Super Juggle Mode

Hold SELECT and Up on the D-pad before the "is" screen appears, when the round starts you'll hear an explosion sound. Now whenever you use an explosion or direction against your opponent, go up in the air, it will go much higher, which makes juggling more interesting.

TECHNIQUE**Stage Select**

Choose Puzzle Mode and select the "Pass word" option. As soon as the password screen appears, press Down, Down, Right, Up, Left, Right, Up, Up, Right, then release the buttons. You'll enter a stage select screen. Now press the buttons when the game starts, a stage select menu will appear.

TOKYO HIGHWAY BATTLE**3,999,999 Points**

When the Jaleco logo starts to appear during the game's loading sequence, press and hold L1 + L2 + R1 + Down + START on Controller 3. After the Jaleco logo disappears, you'll enter a screen with various stats, press START on Controller 3, or simply wait until the title screen appears; in other cases, you must not release the buttons on Controller 3 until the title screen starts to appear. Now enter a game in Scenario mode, win the game, enter the "Win Shop," you'll have 9,999,999 points to spend on any car modifications you want. Scenario Mode Ends.

Once you've beaten the game at least once in Scenario mode, you'll be able to access those extra features.

Car Color Change: All the car select screen, press R2 on Controller 1 to change the car's color and add racing tires.

Have the Drift King: Enter the "Win Shop" mode and you'll have to race against the Drift King or Wataru from *Tec & Tox*.

PLAYSTATION TIPS

PADEMONIUM



Mystery Word Grid

	H				M Y S T E R Y
		E			
P	I	N	C	H	W
	R				W O R D
S					

Yes!

[illegible]



ALIEN BIOLOGY

Level Setup

Go to the password screen and enter the password "FLYER" followed by a number from 0 to 34. (For example, to start at the game's final stage, enter the password "FLY034".) Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and choose the "Press Start Button" option to start at the level you chose. If you enter the password "FLY035", you'll see the video sequence from the end of the game.

Access All Weapons

Go to the password screen and enter the password "FISHINGFORGUNS". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game; you'll have all of the game's weapons in your inventory.

Infinite Ammunition

Go to the password screen and enter the password "FILMYPUCKETS1". Highlight "Accept" and press A; you'll see the words "CHEATS ACTIVATED" on the screen. Now quit to the title screen and start the game; you'll have infinite ammo for all of your weapons.

AREA 51

Area Mode

Shoot the first three hunters you see without hitting anything else; you'll be playing the game in "Kriem Hutter" mode with strange colors and a different ending sequence.

ASTAL

Reborn: Energy

During the game, press START to pause, then quickly tap Down, R, Up, L, X, A, Y, Z, C, Right, Left. You'll hear a chime to confirm the code if you've done it quite unusual. When you press START to return to the game, the fruits in your health meter will be refilled.

Invincibility

Press START to pause the game, then quickly press Up, Y, Left, A, Down, B, Right, C. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

Sudden Death

If you want to kill Astal and return to the beginning of a stage, simply press START to pause the game, then tap L, A, R, B. You'll hear Astal moan; when you press START to return to the game, your energy will be drained and you'll be able to start the current stage over.

Secret Mode = 99 Lives

Visit the "Options" menu and press Left, Right, Left, Up, Down, L, R, START on Controller 2. (Note: This code may not work if you didn't have Controller 2 plugged in when you turned the Saturn system on.) If you enter the code correctly, you'll hear Astal shout and the words "Secret Mode" will appear at the top of the screen. Now highlight the "Lives" option and press Right; you'll find three—instead of being limited to just five lives—you can start the game with as many as 99.

Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in

place, return to the title screen and press Up, Down, Left, Right, L, R, A, Y, C, X, B as Controller 1 holds the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level.

LEAGUE MANS JOURNAL

League Mode

Go to the title screen—while the words "Press Start Button" are flashing on the screen, quell the game's title with the controller by pressing R, A, C, Up, R, A, C, Up. You'll hear a chorus of voices shouting to confirm the code. Now advance to the Main Menu and you'll find a new option called "League Mode". Here are rough translations of what the menu items say at the League Mode screen:

- **Game Start:** Start a game in League Mode. When you choose this item, you'll get a menu that asks you to select the names of the two people who will be competing. If you have not registered your name for League Mode play (see below), you must choose name A; a generic name which will allow you to play without any records being saved. The last two items at the bottom of the play menu are "View Records" (see description below) and "Return to League Mode Menu".

- **Name Entry:** Choose from one of five sets and enter your name. Move the cursor to the "ABCD" icon and you'll be able to enter your name with the standard alphabet instead of the default Japanese Heiragana characters. The three-character item in the upper right corner says "backspace" and the one in the lower right corner means "done".

- **Done Name:** Use this option to remove any of the registered names from the machine's memory. When you select a name to delete, a small menu will come up which asks you to confirm if you really want to remove the selected player and all of his or her records from the league; choose the top item to say "Yes".

- **View Records:** Use this option to check your stats. The list screen shows your winning percentage, highlight your name and press A or C to view your win/loss records against each player.

- **View Records / Return to Main Menu:** The next-to-last menu item brings up a quick description of how the League Mode works; there's really nothing here that you can't figure out on your own, just by playing the game in League Mode for a while. The last option at the League Mode menu takes you back to the Main Menu.

BATTLE ARAMA TOSHIMUNE FEMMA

Select Gals, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings, the easy way is to go to the "Press Start" screen and enter the following code: Up, Down, X, R, A, Y, C, Z, START. Gals and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold Up on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

Rig Reels

To change the fighters in *Toshimune Femma* into super-deformed legends, just hold the L and R buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

Custom Camera

Press START during a battle to pause the game. Choose "OPTIONS", then, at the options menu, highlight any option except "End" and hold the L button. While holding L, move the cursor to "EXIT" and press the R button. The game will still be paused. Now you can control the camera angle with the following buttons:

- ← Rotate the playfield clockwise.

- Rotate the playfield counter-clockwise.

- D-pad—Pan the camera up, down, left or right.

- Y—Zoom in.

- X—Zoom out.

Press START to bring the "Pause" menu back. Note that this track will stay active for the rest of the round, that is, if you want to play with the *Religians* again, just hit START and you'll be back in the "Custom Camera" mode.

BATTLE ARAMA TOSHIMUNE FEMMA

ULTIMATE REVERSE ATTACK

Boss Code #1

At the title screen—while the words "Press Start Button" are flashing—press A, B, Z, X, Y, C. You'll hear a chime to confirm the code. Now the bosses Wolf and Repl are playable characters in the one-player and Vs. modes.

Easy Super Attacks

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, C, X, B. You'll hear a chime to confirm the code. Now you can perform a super at tack at any time by pressing Z + C + simultaneously.

Boss Code #2

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, Y, C, X, B. You'll hear a chime to confirm the code. Now the bosses Sho and Verni are playable characters in the one-player and Vs. modes.

Secret "Option 2" Menu

With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press A, X, Y, Z, C. You'll hear a chime to confirm the code. Now press START to access the main menu, highlight "Options", hold the R button and press START. A secret "Use Option 2" menu will appear, allowing you to turn off invincibles, become nearly invincible, change the game's effects and much more.

"UGA" Mode

At the title screen—while the words "Press Start Button" are flashing—press A, B, C, C, C, X, Y, Z, Z. You'll hear a chime to confirm the code. Now press START to access the main menu, highlight "IP Game", hold the R and Y buttons and press START. Now you're playing in "UGA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen.

During each fight to get clues about what has changed, some battles have *in-battle* flying around randomly, others last just three seconds, you may even find yourself controlling your opponent.

BATTLE MONSTERS

Battle Select

In Vs. mode, choose your character with the A or C button and continue to hold the button down as the character-select screen fades. A stage select menu will appear, allowing you to choose which stage you'd like to fight in.

BLACKHORN

Fast Feats

To watch all of Blackhorn's full-motion video sequences, enter the following code while the words "PRESS START BUTTON" are flashing on the title screen: Z, A, Z, A, B, A, Y, C, C, A. The intermission screens will automatically stop, press A to stop any scene and skip to the next one.

Infinite Weapons + Fuel!
At the title screen—while the words "Press Start Button" are flashing—press L, A, Z, Y, A, Down, Down. You'll hear a voice say, "There she is! Reels and bullets on the way!" With this code in place, start the game. Whenever you need to replenish your ammunition or fuel supply, just press the START button to pause. When you un-pause, your fuel and weaponry will be maxed out.

Invincibility!
Also at the title screen—while the words "Press Start Button" are flashing—press and hold A, then B, then C, then release C, then B, then A. Next, press B, A, Y, then hold X, press Up, press and hold Down and release X. You'll hear a voice say, "You are on the winning team." With this code in place, start the game and you'll find that your helicopter is invincible.

Stage Skip

Again, at the title screen—while the words "Press Start Button" are flashing—press and hold C, then B, then A, then Up, then L. Next, release A, then C, then L, then Up. You'll hear a voice say, "Black hole engaged!" With this code in place, start the game and use the following commands to skip to different levels.

Skip ahead one level: Hold A, B, C and Up and press L.

Skip back one level: Hold X, Y, Z and Up and press L.

CLOCKWORK KNIGHT

Stage Skip

Press START at the first title screen to bring up the words "Start Game" and "Options". Now press R, A, B, Y, Down, Right, A, L, Down. (The L represents the button on top of the controller, not the Left on the D-pad.) You'll hear the Bug girl, "Pike!" to indicate that the cheat is in place. Now start the game. When you want to skip to the next stage, just hold the L button at any time and press Up on the D-pad. To warp to the previous stage, just hold L and press Down.

CLOCKWORK KNIGHT

399 Lives

At the title screen, press Up, then Right nine times, Down six times, Left



seven times, X, X, Y, Y, Z, Z.

Stage Select

Press **Left, Up, Right, Down, Down, Right, Right, Up**, R while the words "PRESS START BUTTON" are flashing on the title screen. The words "Betty's Room" will appear; press **Up** or **Down** to change your starting stage—or, while the stage name is on the screen, press **Left, Right, Right, Up, Right, Right, Up, Down, Right, Right, Up**, R to add a "Just Boss" option to the list.

CLOCKWORK KNIGHT 2**Boss Select**

Choose "Bosses Galore" from the main menu, then, when the "Bosses Galore" title is on the screen, press X five times, Y seven times and Z five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

Hidden Mini Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up, Up, Right, Right, Down, Down, Left, X, Y, Z**. You'll hear a little tune and the word "Mirigane" will appear. Now choose "Start" to find the hidden "Mirigane Comes" menu, where you can choose to play seven freaky sub-games with the little super-deformed Peppercorn from the "Loading" screen. There's even a crazy driving game starring Enderbaw.

999 Lives

Choose "Part 2" from the main menu, then—when the Clockwork Knight 2 logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Down, Right, Down, Right, Up, Left, Down, Right, Down**. The words "Payer 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

Stage Select

Choose "Part 2" from the main menu, then—when the Clockwork Knight 2 logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up**. A stage-select menu will appear. Press **Up** or **Down** on the D-pad to choose any race, then use the X and Z buttons to choose a starting stage.

See the Ending

Choose "Part 2" from the main menu, then—when the Clockwork Knight 2 logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up, Left, Down**. The word "Ending" will appear on the screen. Now choose "Start" to see the cinematic sequence from the end of the game, including the cast's final curtain call.

Secret Scores

Clockwork Knight 2 uses the internal clock of the Saturn to send you secret messages on special dates. Try setting the Saturn clock to January 1, February 14 or December 25 to get different title screens.

Control the Level 1 Boss

It's tough to get the code to work, but if you use the 999 Lives and Stage Select cheats, you'll have a better chance at trying. Here goes: As soon as the snake boss appears in the "Kid's Room" boss stage, you'll see a spot-

light appear on him and he'll yell into the microphone. While the spotlight is on, quickly press **Left, Right=B+C, Right=B+C** on Controller 2. If you can get this code to register, you'll be controlling the boss with Controller 2.

Here are the controller commands:
D-pad Left, Right—Move the boss left or right.

D-Pad Up, Down—Move the boss closer or farther away.
Z=C—Move the boss up or down.

A, B, Y, L, R—Make boss noises.
X—Toggle the neon light on or off.

If you press the START button on Controller 2, the computer will take over and offer Peppercornhug again.

Control the Level 2 Boss

You can also control the monkey boss in the "Study Room" level. When the piece of paper first transforms into the monkey, he'll put his hands in the air and grunt three times. As soon as he starts to grunt, press the START button on Controller 2 and hold it down until he's finished grunting. Now you can control the boss with Controller 2.

Here are the controller commands:
D-Pad Left, Right—Make the boss face left or right.
A—Make the monkey beat his chest.

B—Pick up Peppercornhug and slam him to the ground (if you're close enough).

C—Jump into the air and land on Peppercornhug.

COLLEGE SLAM**Secret Teams**

At the College Slam title screen—while the words "Press Start" are flashing—press **Left, Up, B, Up, Down, Up, Right, C**. You'll hear a faint "plink" sound to confirm the code. Now when you choose your team, keep pressing **Down** when you see Mike Forest and Wisconsin to find nine secret fraternity teams. With this code in place, go to the "Edit Teams" option and choose either "Daytona Beach" or "Palm Springs"; you'll find a new option called "Edit Frail" that allows you to change the Greek letters on the team insignia.

W Secret Cheats

Choose a "Head-to-Head" game at the main menu and pick your teams. When the "W" screen appears and the announcer says, "Today's match-up...," enter one of the following cheats:

Quick Hands—**Left, C, B, B, Up**

Max Power—**C, Down, C, Right**

Power-Up Dealings—**Down, Down, Down, Up, Up, Up**

Power-Up Fire—**Left, Right, Left, Right, Up, Down, Left**

Power-Up Turbo—**Down, C, Down, Down, Up**

Power-Up Defense—**Right, Up, Down, Down, Up**

Power-Up 3-Pointers—**Up, Up, Up, C, C, C**

Power-Up Drinks—**Down, Up, Down, Up, Down, Up**

Power-Up Push—**Up, C, Up, Up, Up**

Push an opponent and both fall—**Up, Left, Left**

Push an opponent and only his teammate falls—**Down, C, Down, C, Down**

Teleport—**Right, Right, Right, Up, Up, Up**

High Shots—**Up, Up, Up, Up, Up, Up, Down**

Speed Up—**Right, Right, Right, Right**

Right, Right, Left
Display shot percentages—**Up, Up, Up, B, B, B**
Whirlwind—**Up, Right, Down, Left, Up, Right, Down**

CRUISE SPEEDWAY**ride Gauges and Meters**

At any time during a race, press A + B + C simultaneously. This will hide all of the gauges and meters on the screen to give you a clear view of the action.

DAYTONA GARDEN**Extra Credits**

At the "Game Start/Option" screen, press X, A, L, R. Left, then hold L and press X, C, Z, A, Right, Right. You'll hear a sound to confirm the code. Now start the game and you'll find that both players have nine continue credits instead of the usual three.

Mege's

Also at the "Game Start/Option" screen, hold R, then press Y, Right, Left, X, Z, L, R. You'll hear an explosion to confirm the code. Now start the game and hold the fire button for super-rapid-fire.

Extra Difficulty Settings

Again, at the "Game Start/Option" screen, hold X, then press Z, C, L, B, Left, R, L. You'll hear a sound to confirm the code. Now enter the Option menu to find two new difficulty settings, "Very Easy" and the extremely difficult "Abnormal."

DAYTONA USA**Extra Tips**

On the beginner track, you'll see a slot machine with three slots. Each time you pass it, press the X button to stop one of the slots. If you get three 7's, you'll receive extra time.

Jeffrey's Garage

On the expert track, as you approach the Jeffrey statue, push the X button repeatedly to make the Jeffrey statue rotate and stand on his head.

Mirror Mode

In "Saturn Mode," if you hold START while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

Time Trial

In "Saturn Mode," if you hold START while making your choice at the "Select Your Car" screen, you can race in time trial by yourself.

Kanako Mode

In "Arcade Mode," hold up on the D-pad while making your choice at the "Select Your Track" screen. Then during the race, press Up to make the words to the Daytona theme song appear at the bottom of the screen.

Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the Down/Right position and hold the L, R, C and Y buttons with all of these buttons held, press START. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

Essex Horse Trick

At the title screen, point the D-pad diagonally in the Up/Left position, hold the X, Z, A and B buttons and press START. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

Essex Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2," horses that are being followed by baby horses.

Hidden Music

Buried deep within the data of the Daytona CD are excerpts of 73 different songs from Sega games of the past and present. To hear them, you must earn a score that's high enough to put your initials on the high score table. Once you're there, enter the initials as shown to hear different tunes:

A B—Main theme from After Burner
K A B—"Maximum Power" from After Burner

K O U—Title theme from Alex Kidd

S A O—"Bask Out" from Alex Kidd

J M I—Title theme from Alien Syndrome

A M I—"Rise From Your Grave" from Alien Syndrome

K O U—"Chorus" from Blaster

B N B—Theme from Bonanza Bros

Y O U—"BGM 1" from Bonanza Bros

Y O U—"Hiryu" from Columns

K O U—"Select" from Columns 2

K O U—"King of Speed" from Daytona USA

L S A—"Let's Go Away" from Daytona USA

S K H—"Sky High" from Daytona USA

P P—"Pounding Pavement" from Daytona USA

D S I—"Beat Away" from Dark Shot

K A D—"T-S" from Dark Shot

J H U—"H.U.R.T." from Dynabots Duo

E R B—Main theme from Enduro Racer

M A B—"BGM 2" from Enduro Racer

E D U—"BGM A" from Enduro Racer

Y U I—"Good! Let's Go!" from Flashpoint

G L C—"Air Battle" from G-Loc

N A G—"Opening theme" from G-Loc

B F—"Beyond the Galaxy" from Galaxy Force

H S B—"Defeat" from Galaxy Force

G A B—"Wilderness" from Golden Axe

G R A—"Time Attack" from GP Rider

O D M—Main theme from Hang-On

K T—"Advertise" from Hang-On

S H D—"Sprinter" from Super Hang-On

M A B—"Outside a Crisis" from Super Hang-On

K E Y—"Title Demo theme" from Line of Love

L M I—"IWI-Dance" from Michael Jackson's Moonwalker

K K—"Theme of Koud" from Original O-R—"Magical Sound Shower" from OutRun

T O R—"Rush A Difficulty" from Turbo OutRun

O R—"Vivacious" from Turbo OutRun

O R S—"Adventure" from OutRunners

P D—"Like the Wind" from Power Drift

I S D—"Poker Face" from Power Drift

Q T T—"98M 1" from Quazart

M T T—"Earth Frame G" from R360

T S T—"South Frame G" from R360

S U B—"Sun Up" from Red Moon

O K A—Theme from Rent-A-Hero

K A Z—"BGM 1" from Sensible Sam's

S D I—"System Down" from S.D.I.

M M W—"Blue Moon" from S.D.I.



S.H.—Main theme from Space Harrier
S.G.—"Game Start" from Stadium Crisis
S.F.—Opening theme from Strike Fighter
ASA—"Funky Bomb" from Strike Fighter
SMG—"Adventure BGM" from Super Monaco G.P.
AO—"Name Entry" from Super Monaco G.P.
VMG—Theme from Sword of Vengeance
TTT—"Tetris" from Tetris
T.B.—"Burning Point" from Thunder Blade
NAK—"Type 2" from Thunder Blade
TAX—"Type 3" from Super Thunder Blade
AKJ—"Adventure" from Virtua Cop
DEK—"Adventure" from Virtua Cop
VF—"Aika Stage" from Virtua Fighter
A.Y.—"Akara Stage" from Virtua Fighter
JLB—"Jacky Stage" from Virtua Fighter
S.—"Sarah Stage" from Virtua Fighter
PAI—"Pai Stage" from Virtua Fighter
K.M.—"Kaia Stage" from Virtua Fighter
W.H.—"Wolf Stage" from Virtua Fighter
J.F.M.—"Jeffrey Stage" from Virtua Fighter
L.M.—"Lia Stage" from Virtua Fighter
VF—"Lion Stage" from Virtua Fighter
V.R.—"Polygenic Continent" from Virtua Racing

DECAHEDGE

Random Racing
 Also in the 100 Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Left, Right, Left, Right, X**. When the race starts, your athlete will roll to the finish line like a tumbleweed.
Hot On One Leg
 Also in the 100 Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Up, Left, Down, Right, X**. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

BATHTUBDOLPHIN 2

Infinite Energy
 Press **START** to pause the game at any time during play, then press **Left, A, Z, Y, Down, A, Y, Down**. Unpause the game and you'll find that your energy has been restored to 100%. Repeat this code whenever necessary to keep your health maxed out.
Infinite Lives
 Press **START** to pause the game at any time during play, then press **Y, A, Right, Down, Down, A, Left, Right**. Unpause the game and you'll find that your life counter has jumped to nine. Repeat this code whenever necessary to keep your lives maxed out.

FF CHALLENGE

Change Starting Position
 Start a game in Arcade mode. Immediately after you choose your coin, you will be asked if you want Automatic or Manual transmission. Highlight the transmission type you want, then choose it by entering one of the following codes, when the race starts,

you'll be in the position you chose:
First Place—Hold **L + X + Y + Z** and press **START**
4th Place—Hold **L + X + Y** and press **START**
7th Place—Hold **L + X + Z** and press **START**
10th Place—Hold **L + X** and press **START**
13th Place—Hold **L + Y + Z** and press **START**
16th Place—Hold **L + Y** and press **START**
19th Place—Hold **L + Z** and press **START**
22nd Place—Hold **L** and press **START**
 Change the Number of Laps
 As above, when the "Select Course" menu appears, highlight the course you want, then choose it by entering one of the following codes. When the race starts, the number of laps will be set to the number you chose as follows:
1 Lap—Hold **R + X + Y** and press **START**
2 Laps—Hold **R + X + Z** and press **START**
3 Laps—Hold **R + X** and press **START**
4 Laps—Hold **R + Y + Z** and press **START**
5 Laps—Hold **R + Y** and press **START**
6 Laps—Hold **R + Z** and press **START**
7 Laps—Hold **R** and press **START**
8 Laps—Hold **R + X + Y + Z** and press **START**

BOLLYWOOD NIGHT

Real Code
 Highlight "Vs. Mode" at the main menu, then press **hold L, R and Y** on both controllers. While holding those six buttons down, press **START** on Controller 1. When the character-select screen appears, you'll find four additional characters to choose from: Borua, Teepaa, Ravee and Faiden.
Taunt Codes
 To choose which taunt your character speaks at the end of a match, just hold the **A, B or C** button, each one corresponds to a different taunt.

GIANT SHARK

Play Japanese Disc
 Normally, the American Saturn cannot be used to play Japanese Saturn software, the operating system refuses to recognize an import disc as a CD-ROM and the game will not load. With a Game Shark installed in the Saturn's cartridge slot, put the Japanese game in the drive and turn the Saturn on. Choose "Start Game" from the Game Shark main menu, then highlight "Start Game Without Emulation" (how hold down the **X, Y** and **Z** buttons and press **START**), the game will magically load just as if it were being booted on a Japanese Saturn.

GEK

Password
Final battle with Rex—CZYDRHYP
Stage Skip
 At any map screen, press **START**, then, while the game is paused, hold the **R** button and press **START, Right, Right, Down, Right, Up, L, A, Left, Left**. All of the stages on the current map screen will be opened.
Cheat Codes

While inside any of the game's stages, press **START**, then, while the game is paused, enter any of the following codes for different effects:

95 Lives—Hold **R** and press **Up, Up, Down, Right, A, Down**
Invincibility—Hold **R** and press **B, A, Down, A, Down, Down, Down, Up, Down, Right**
Super Speed—Hold **R** and press **Right, X, L, Right, A, Down, START, Right, Right, Down**
High Jump—Hold **R** and press **Down, Up, START, Right, Right, Down, L, Right, Start**
Fire Shot—Hold **R** and press **C, Up, Right, Right, Y, B, Up, Right, Up**
Ice Shot—Hold **R** and press **Right, Y, Right, Down, Right, Right, B, Left, Up, Right**
Electric Shot—Hold **R** and press **Down, Up, START, Right, Right, Z, A, START, START, Right, Right**

SHARDONACE THE DUEL

VS Mode Shortcut
 While playing in Vs. mode, you can take advantage of a hidden feature to cut down on the game's loading time and get you back into the action more quickly. Here's how it works. When a match is over and the words "Win" appears on the screen (e.g. "Keel Wins"), press **START** to pause the game, then press the **Button A**. A small menu will appear that allows you to choose the fighters for the next battle and unpauses the game. After the point tally, the game will go to the loading screen—but instead of returning to the full-sized character select screen, you'll go straight into another match with the characters you chose from the mini-menu.
Magic Attacks
 To perform your character's Magic Attack, knock the little elves who pass by and pick up the potions that they drop. When you have five potions, hold **Start+Z** to activate the magic attack power, then perform the move listed below while your character is powered up. Note that all of these moves are shown as if your character is facing to the right, if you're facing left, just reverse the left/right commands.

Karl Bloda's "Firestorm" → ↗ ↘ ↗ ↘
X, Y or Z
Millie Flanta's "Bloody Tempest" Hold **4**, then ↗ ↘ ↗ ↘ ↗ ↘ ↗ ↘
X, Y or Z on the way down
Officia Rockhead's "Jaw Break" → ↗ ↘ ↗ ↘ ↗ ↘ ↗ ↘
X, Y or Z
Zoma's "Dark Carnival" → ↗ ↘ ↗ ↘ ↗ ↘ ↗ ↘
X, Y or Z
Janet's "Spirit Summons" Hold ↗, then ↗ ↘ ↗ ↘ ↗ ↘ ↗ ↘
Don's "Shockwave" → ↗ ↘ ↗ ↘ ↗ ↘ ↗ ↘
X, Y or Z
Parish's "Blat Wam" → ↗ ↘ ↗ ↘ ↗ ↘ ↗ ↘
Any Kick button
Green's "Mammoth Slam" → ↗ ↘ ↗ ↘
(While Jumping In)
Karl's "Insanity Winds" → ↗ ↘ ↗ ↘ ↗ ↘
X, Y or Z
Death Adder's "Falling Sky" ↗ ↘ ↗ ↘ (in the air)

GUARDIAN HEROES

Choose Mode
 To access a Debug feature, choose "Option Mode" from the title screen. When the Options menu appears, highlight "EXIT" and hold the **X, B** and **Z** buttons. Here's the tricky part. While holding those buttons down, press and continue to hold **Down** on the D-pad,

then quickly tap the **A** button while the "UP Sentinel" option is highlighted. Note that you must tap the **A** button before the cursor starts to move down again—remember that you're still holding **X+B+Z+Down**—and you must release the **A** button immediately after you press it, before the DIP Switch menu appears.
 If you've done this correctly, you'll find three new options at the dip switch menu. Turn the "Enemy Level Dip" option on to see the experience levels of all enemies in the Story Mode. With the "Next Tap, Dip" option on, you'll get a red-and-black "next" indicator on the screen in Story Mode that warns you from having to pause the game just to find out how many experience points you need to go up a level. Best of all is the "Debug" option, turn this on to gain access to the following features:

- A "Test Mode" option will appear at the Options menu, this allows you to see any of the game's seven different endings.
- In Story Mode, when the character soft-up screen appears, your character will have a level of 200; you'll also have 200 bonus points to fully max out your strength, vitality, intelligence, mental powers, agility and luck ratings.
- In Story Mode, a stage-select menu will appear after you choose your character.
- In Story Mode, you can refill your life meter at any time by holding **X+Y+Z** and pressing **Up**. (If you hold **X+Y+Z** and press **Down**, you'll die instantly.)
- In Story Mode, you can skip to different scenes using the following commands:
 Hold **R** and press **START** to skip ahead one event.
 Hold **R** and press **START** to skip ahead two events.
 Hold **R+B** and press **START** to skip ahead three events.
 Hold **R+C** and press **START** to skip ahead four events.
 Hold **L** and press **START** to skip back one event.
 Hold **L+B** and press **START** to skip back two events.
 Hold **L+C** and press **START** to skip back three events.
 Hold **L+B+C** and press **START** to skip back four events.
 • In Vs. Mode, you can choose from any of 45 different characters, including all of the heroes and enemies from the whole game.
 • In Story Mode and Vs. Mode, if you pause the game and tap the **A** button, you will see boxes drawn around the characters that show how the game's collision detection works: if an enemy touches the box, it registers a hit. If you pause and tap **A** a second time, the boxes will be three-dimensional. Pause and tap **A** a third time to remove the boxes.
 • If you have both the "Debug" and the "Next Tap, Dip" options turned on, the red-and-black meter in Story Mode will display your karma points instead of experience points.

QUICK REFERENCE

Cheat Codes
 Each of the following codes should be entered at the main title screen, while the words "Press Start Button" are



flashing yellow and white. Each of these codes ends with the **START** button, which takes you into the main menu, so if you want to use more than one cheat at the same time, just enter a code, then choose "Main Game" or "Exercise" and press the **B** button to cancel out of it; the game will then return to the main title screen so you can enter another cheat. All codes should also be entered quickly: Invincibility—**Left, Right, B, C, C, START**. Entering this code will make you invincible.

Stage Select—**Y, Y, A, Y, Y, START**. With this code in place, you'll be able to choose any stage in the Main Game. Infinite Jumping Ability—**Up, Right, Down, Left, Z, START**. This code disables your mech's jump meter. The jump energy will never be used up, so you can jump as often as you like. Infinite Ammunition—**A, B, B, C, START**. This code gives you infinite 120mm ammunition for your main gun, the weapon status window will always show 80 rounds remaining no matter how many times you fire.

See the Ending—**Down, Up, Right, A, START**. Enter this code, then choose "Main Game" to see the ending sequence.

Tackle Attack—**Right, Right, B, C, A, START**. This cheat code allows you to attack your enemies by running into them. However, your mech will also take damage if you use this attack.

Dougie Hit Points—**A, X, Z, Up, Down, START**. Your initial hit points will be doubled. This code also doubles your maximum hit points.

Turret Lock—**B, B, B, Up, C, START**. If you rotate your mech's turret with this code in place, the turret will not automatically return to the forward position when you release the **B** button.

Change Height—**Down, Left, C, C, START**. When you enter this code, you can adjust the height of your mech at any time with the buttons on Controller 2. Press **Z** on Controller 2 to go up, **C** to go down or **A** to revert to the default height.

Disable Targeting Cursor—**Left, Right, C, A, START**. This makes the game more difficult by disabling your mech's targeting cursor.

Disable Radar—**B, B, B, Down, C, START**. This makes the game more difficult by disabling your mech's radar system.

Hard Mode—**Down, C, C, A, START**. This makes the game much more difficult; your enemies will shoot at you much more aggressively.

Slip Controller 2 Codes. During the game, press **Right, Right, B, A, L, L, B** on Controller 2 to activate the programmes' debugging display, a bunch of basically useless numbers that appear on the screen.

With the code in place, press **Y** on Controller 2 to toggle between three different settings, the best of which is "off." Also on Controller 2 in Stages 1 and 10, if you press the **C** button rapidly many, many times, the windmill will eventually begin to turn faster and faster.

SHARE ON GP

Access All Codes. Access the Option menu and highlight any code. Next, press **B** to return to the main menu, then press **B, L, R, B** on top of the controller; you'll have a ry-

lophic sound to confirm the code. Now you can run the previously unavailable courses without having mastered the first three.

HIGH VELOCITY

Secret Vehicle (The Hard Way). If you've finished all 36 heats in High Velocity, you can access a top-secret hidden vehicle by entering the "Full Course" course and choosing "Turn Left." You'll see a black Porsche attach next to the restaurant; if you ram it from behind, you'll be able to choose the Porsche as your own vehicle.

Secret Vehicles (The Easy Way). Go to the car select screen and highlight car type "P," then hold the **L** and **Y** buttons and press **Right**. The Porsche is now available without all the hand work. With the Porsche highlighted, hold **L** and **Y** again and press **Right** to find yet another secret vehicle, a diesel truck.

Secret Course. At the "Mode Select" menu, highlight every available option and press the **B** button at each one, one at a time. When you press **B** at the last option, you'll see all of the menu options light up for a second to confirm the code. Now select the "Time Trial." When the "Course Select" menu comes up, highlight any of the three tracks, hold the **X** button and press **A**. You'll be sent to a secret rooftop course with no specific path from start to finish. The background will play music out of the track you highlighted at the "Course Select" menu. Press the **Y** button to get a pop-up window with an overhead view.

THE HORDE

Cheat Codes. Press **START** to pause the game, then enter any of the following cheat codes. The effects will appear when you press **START** to un-pause.

Invincibility—**Up, Right, Down, A, Down, A, Right**.
Double speed—**Right, A, B**.
Infinite continues—**A, Down, Right, A, Down**.

Stop entire map—**Left, A, Up, Down, B, A, B, B**.

30,000 Crows (money)—**Left, A, B, Left, A, Right, Down**.

All items available—**Right, A, Right, Left, Down, Right, A, Left**.

Game does not end when village is destroyed—**A, Down, Down, Right, A, Down**.

Step to Next Level—**Down, A, Left, Left, Down, A, Right**.

Watch all video scenes—**Right, A, Left, Left, A, Up, B**.

IMPACT RACING

Cheat Passwords. Enter any of these cheat codes at the Password entry screen to get power-ups or other effects.

ALL IMPACT—Infinite shields.
ALL TOOLUP—Access all weapons.
LOADSOFSTUFF—Infinite weapons.

BONUS LEVELS—Play all of the bonus stages in succession.
RABBITRACER—Add a "Skip Level" option to the "Pause" menu.

ENDGAMELEVEL—Warn to the game's final stage.
OURJOURNEY'S END—See the end sequence and credits.

CONSOLE GAMES

Multiplayer Campaign Mode. When you play *Iron Storm* in Campaign mode, you can't use the "CPU/Player Options" menu to give control of the enemy forces to other players. However, if you're in the middle of a campaign and you want to take control of the CPU forces, you'll access the "Sound" option from the System menu, go to the "End Test" option and set the **RGB** to "5 UK." Now highlight the "SE" (sound effects) option and listen to all 116 sounds with the **C** button. Once you've triggered all of the sound effects, return to the system menu and you'll find that you can access the "CPU/Player Options" to set up a multiplayer game.

Secret Attack Configuration Menu. When inflicting an attack, a statistics screen will appear just before the animated sequence that shows the attack being carried out. If you press the **A** button on Controller 2 immediately as the statistics screen appears, you'll get a secret configuration menu that allows you to change the way the animated sequence looks. Change the weather from "Haze" (normal) to "Fog" (low), "Amie" (rain) or "Kamori" (overcast), or change the camera setting to any of nearly 100 pre-programmed camera movements (the default "102" gives you the recommended camera setting for that battle.) We'll try to figure out what "Ruskie" means by next issue.

LAST GLADIATORS DIGITAL PHASE

Hidden "Victory" Table. At the title screen, after the words "PRESS START BUTTON" appear, press **X, Y, Z, X, Y, Z, C, B, A, Up, Up, START**.

You'll warp immediately to the "Victory" table, a small parallel machine which will reveal to you the game credit sequence that plays when you beat the game. You'll only have a short time to play it before the credits roll, but hey, it's something.

If you're some kind of nut who wants to watch the ending credits without playing the "Victory" table, use this code at the title screen instead: **C, B, A, X, Y, Z, X, Y, Z, Down, START**. Delay Mode.

If you can read Japanese, you might get a bit more out of this cheat than the average American gamer. At the title screen when the words "PRESS START BUTTON" appear—press **Up, Up, Down, Down, Left, Right, Left, Right, X, B, Z, A, START**. You'll be sent to a strange debugging menu with different windows of information.

The only thing you can play with is the small window that says "CPK" (actually, it says "CPK + Player" in Japanese.) Move the arrow cursor to the "Mount" button and press **A**; you'll get a list of items in the window above. To see or hear an item, highlight it with the cursor and **A** button, then point to the "Play" button and press **A**. The items that start with the letters "CDDA" are the digital audio tracks from the CD, and the items that end with "CPK" are full-motion video some, most of the others will lock up the Saturn, as will the "CDDA" and "CPK" items as soon as they're done playing.

Cheat Mode. At the title screen, after the words

"PRESS START BUTTON" appear, press **Up, Up, Up, Up, A, B, C, Down, Down, X, Y, Z, START**. You'll hear a sound to confirm the code. Now start the game; at any time during play (on any table), hold the **X** button and press **Up**; you'll see two sets of numbers appear in the bottom right corner of the screen. Change the number on the right by pressing **Up** or **Down** on the **D** pad, then press **Z** to trigger one of the current table's special modes; for example, on the "Gladiators" table, each of the following modes can be activated by pressing **Z** when the corner number is set as follows:

- 00—MultiBall
 - 01—Roman Trough
 - 02—Statius
 - 03—Bloody Axes (Two Ball)
 - 04—Charred Nuts (Three Ball)
 - 05—Extra Ball Lift
 - 06—Senator Mystery Ut
 - 07—SPK
 - 08—Thracians
 - 09—Engine
 - 10—Gladiators Show
- Experiment with the other tables to find out what each of the 11 numbers can trigger. The only limitation is that you can't trigger one mode if the results of another mode are still in effect. Also, the Saturn will crash after you run out of balls on any table with the cheat mode in place. Heh heh... sorry.

To remove the numbers from the title screen, press **Down**, while the numbers are present. While the numbers are gone, hold **Y** and press **Up** to pause or un-pause the game without obscuring the screen, or hold **Z** and press **Up** repeatedly to step through the animation one "frame" at a time.

Secret Score. Last Gladiators uses the internal clock of the Saturn to play funny tricks on you. Assuming you have entered the date and time correctly at the Saturn's "System Settings" menu, you can see a behind-the-scenes video of the making of the game before the title screen appears if you load the game between 8:00 and 11:00 A.M. At any other time of day, you'll get the standard FMV introduction. If you want to watch the hidden scene at any other time, just change the Saturn's internal time clock at the "System Settings" menu and boot the game.

LOADUP

Cheat Menu. During the game, press **START** to pause, then highlight the "DSM VFL" option at the pause menu. Now press and hold the following buttons in order (you must continue to hold each button down until the sequence is complete): **L, Z, B, X, C, B**. A cheat menu will appear, allowing you to skip the current level or boost your ammo, power and lives. Once this code is in place, you can call up the cheat menu again at any time by pressing **L** at the pause menu.

MOONAL KOMBAT

Cheat Menu. When the "Story" screens appear during the introduction sequence, press **Down, Up, Left, Left, A, Right, Down, B, Y, C**. There will be no signal to come from the code, but when you get to the Main Menu, you'll find a new option



Assault—Right, Up, Up, Right, Down, Right, Up, Up.
Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.
Anti-B-Up, Right, Down, Right, Right, Up, Left, Up.

ELITE RALLY CHAMPIONSHIP

Secret Course

At the main menu, hold the X and Y buttons and choose either Time Attack mode, Two-Player Battle or Arcade Practice mode. When it's time to choose a track, you'll find that the extra "Lake-side" course is now available to you, even if you haven't previously qualified for it by winning the first three tracks in Arcade Championship mode. [Press **Right** at the course menu to find the new track when playing in Arcade Practice mode.]

Secret Car

At the main menu, press X, Y, Z, Y, X on Controller 1. You won't hear any signal to confirm the code, but when you start the game you'll find a powerful new vehicle to choose from: the Lamor Stratos. (Press left first the automatic Stratos at the Arcade or select menu or press **Right** to choose a Stratos with manual transmission.)

SHIELD SHOCK

Secret Move

Press **START** at the main menu, then—when the hanger appears—press **Down, Up, Down, Up, Up, Up, Up, Up, Up, Up, Down, A, A, A** (chart menu will appear with three options).

• **LEVEL** Press C to change the level number to any of the game's 25 stages. When you press B to exit the chart menu, enter the briefing room to start at the level you chose.

• **UNFAIRNESS!** Yes, it's a whopper of a spelling error, but the option will also make you invincible during the game if you turn it on with the C button.

• **FULL UPGRADES** Press C to advance this option, then go to the workshop area and access the status computer. Surprise! Your tank's been fully equipped with all of the upgrades in the game—plus you've got an extra \$50,000 to spend in case Progi decides to break out some of those microwave ovens or VCRs he keeps telling you to abandon.

SHUNKEN SHOCKERS

999 Shunkies

Visit the "Options" menu and move the pointer to the "Shunkies" option. Now hold the L and R buttons on top of the controller and press C, A, B. The number of Shunkies will change to 999.

999 Lives

Press **START** at the first title screen, then highlight the words "Game Start" and press A, Z, B, Y, C, X. **START**. You won't get any kind of signal to confirm that the code has been entered properly, but when the game starts you'll see that you have 999 lives in reserve.

Expert Mode

Press **START** at the first title screen, then highlight the words "Game Start" and press A, Z, B, Y, C, X. **START**. You won't get any signal to confirm that the code has been entered properly, but when the game starts you'll be in "Expert Mode"—with no lives in re-

serve and only one hit on your energy bar.

Stage Select

Start a game, then press **START** to pause. While the word "PAUSE" is on the screen, simply press A, B, A, B. C. You'll see a number appear in the lower-left corner of the screen; this represents the number of the current stage, followed by "1". To change the number, press Left or Right on the D-pad. Once you've decided which stage you want to play, press the **START** button to warp directly to it.

STREET FIGHTER

Invincibility

At any time during the game, press **START** to pause, then press C, Right, A, Z, Y, Left, A, Right, Down, B, A, B, Y ("Crazy dad baby"). When you press **START** again to return to the game, you'll find that your character is now invincible.

Infinite Lives

At any time during the game, press **START** to pause, then press B, A, Down, B, A, Left, Down, Right, Y, Up ("Bad bald Rya"). When you press **START** again to return to the game, you'll find that your lives counter has jumped to 99. Repeat this code whenever necessary to keep your lives reared out—yes, as if you could ever use up 99 lives.

Infinite Crystals

At any time during the game, press **START** to pause, then press Left, A, Z, Y, C, Right, A, B, Y, Down, A, Down, Down, Y ("Tazy crazy daddy"). When you press **START** again to return to the game, you'll find that your crystals counter has jumped to 80. Press the Z or C button to fire your weapon and you'll see that the counter never goes down, giving you infinite firepower.

Stage Select

At any time during the game, press **START** to pause, then press Left, Up, C, C, Y, Left, Up, C, C, Y. Press **START** again to return to the game, then hold A + B + C and press **START** to reset. Now choose "Options" from the title screen; you'll find a new stage-select option called "Test Start" at the top of the menu.

STREET FIGHTER II: THE NEW GENERATION

MAGIC & MAYHEM

Secret Lives

At the main menu—the one that says "Exhibition Game" or "New Season"—press Left, Right, Up, Down, R, L, A, Down, you'll hear a buzzer. Now immediately press Left, Right, Up, Down, R, L, A, you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designer) and the "Monsters" team.

Secret Cheers

Just before the game you'll be shown two "Scoring Report" screens, one for each team. At the second screen, highlight "Continue" and press C or **START**, as soon as the screen starts to fade, immediately enter one of the following codes.

Big Head Mode Tap the X button quickly and repeatedly until the tip of

Tiny Player Mode Tap the Z button quickly and repeatedly until the tip of

Stet Percentage Indicator. Press the L

button and hold it down until the tip of

After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that the code you entered is now in place. The "Big Head" and "Tiny Player" cheats are obvious, and the "Stet Percentage Indicator" code causes an on-screen percentage meter to appear whenever you take a shot (other than a dunk). This number tells you how likely the shot is to go in.

SOLAR ECLIPSE

Cheat Codes

Each of the following codes should be entered while the game is paused and the "Chase Plane View/Cockpit View/SoundAbout Mission" menus on the screen.

Invincibility Right, Down, Down, Left, Right, A, **START**, C, A, Left.

Ammo Re-supply Right, Down, Down, Left, **START**, C, Up, Down.

Scatter Weapon Right, Down, Down, Left, **START**, A, Left, A, Down.

Energy Springs Right, Down, Down, Left, B, Up, **START**, Y.

Secret Undersea Level Right, Down, Down, Left, **START**, Up, B.

Secret "Caribbean" level Right, Down, Down, Left, **START**, C, Right, Up.

Secret "Trench" level Right, Down, Down, Left, Right, Right, Down, Down, Left, Right, Right, Down, Down.

Secret "Fate to Black" level Right, Down, Down, Left, X, Y, Z, Z, Y.

Secret "Cloudier" level Right, Down, Down, Left, Y, Down, Down, Up, Right, C.

Secret "Head Up" level Right, Down, Down, Left, C, Right, A, Z, Y.

Secret "Harder" level Right, Down, Down, Left, C, Up, Down.

Secret "DPI Model" level Right, Down, Down, Left, Right, A, C, Y, C, A, Right.

STREET FIGHTER ALPHA

Drunk & Bitch

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires.

Player 1—Highlight Ryu, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ryu with the Jab button (the default is Ken the Samurai).

Player 2—Highlight Ken, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ken with the Kick button (the default is Z on the Saturn).

When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle. It sounds easy, but it's more challenging than you might think because of the "P" box that Ken and Ryu share the same energy bar.

Fight Akuma First

Hold the L and R shift buttons and press B when selecting a character. Continue to hold all buttons until the start of the match.

Secret Characters

To play as a hidden character, highlight the "P" box that shows up on the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations.

Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "P" box and pressing Down.

M. Bison (Player 1)—Hold the L button and press Left, Left, Down, Down, Left, Down, Down, then X+Y simultaneously.

M. Bison (Player 2)—Hold the L button and press Right, Right, Down, Down, Right, Down, Down, then X+Y simultaneously.

To choose the alternate color Bison, and the code by pressing A+B simultaneously instead of X+Y.

Alucard (Player 1)—Hold the L button and press Left, Left, Left, Down, Down, Down, then X+Y simultaneously.

Alucard (Player 2)—Hold the L button and press Right, Right, Right, Down, Down, Down, then X+Y simultaneously.

To choose the alternate-color Alucard, and the code by pressing A+B simultaneously instead of X+Y.

Dan (both players)—Hold the L and R buttons and press X, A, B, Y.

To choose the alternate-color Dan, press Y, B, A, X, Y.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun U

At the character-select screen with the "shortcut" turned off, highlight Chun U, hold the **START** button for at least three seconds, then press any button to choose her before releasing **START**.

You'll see her costume change to the way she looked in Street Fighter II Champion Edition, now her feebler is a "shortcut" move.

Play as "Classic" Zangief

At the character-select screen with the "shortcut" turned off, highlight Zangief, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Sagat, Sodom, Ryo, Birdie, Charlie, Dhalsim, Igo, Adon, Chun U, Guy, Ken, Zangief. Now press and hold **START** for one second, then press an action button to choose Zangief before releasing **START**. Now Zangief plays the way he did in Street Fighter II Champion Edition, not as blocking, no Super moves, but a more powerful Phosphor. The D-pad directions for the above pattern is as follows: Start at Zangief, then Down, Left, Left, Left, Up, Up, Right, Right, Right, Down.

Play as "Classic" Dhalsim

At the character-select screen with the "shortcut" turned off, highlight Dhalsim, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Zangief, Sagat, Charlie, Dhalsim. Now press and hold **START** for one second, then press an action button to choose Dhalsim before releasing **START**. Now Dhalsim plays the way he did in Street Fighter II Champion Edition, with no air blocking and no Super moves. The D-pad directions for the above pattern is as follows: Start at Dhalsim, then Left, Down, Right, Up.



Play as "Bird" Ryu

At the character-select screen with the "shortcut" turned off, highlight **Ryu**, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: **Adon, Akuma, Adon, Ryu**. Now press and hold **START** for one second, then press an action button to choose **Ryu** before releasing **START**. Now **Ryu** has power similar to **Akuma's**. The D-pad directions for the above pattern is as follows: **Start** at **Ryu**, then **Right, Up, Down, Left**, then **Start** (true) **Akuma**.

At the character-select screen with the "shortcut" turned off, highlight **Akuma**, hold the **START** button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: **Adon, Gen, Sakura, Rose, Sodom, Dan, Guy, Rolento, Sakura, Rose, Birdie, Akuma**. Now press and hold **START** for one second, then press an action button to choose **Akuma** before releasing **START**. The D-pad directions for the above pattern is as follows: **Start** at **Akuma**, then **Down, Down, Right, Down, Right, Down, Down, Left, Down, Left, Down**.

Fight Against "Shin" (true) Akuma
Start a game in Arcade Mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side). Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not reappear.

Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the **START** button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

STREET FIGHTER: THE MOVIE

Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, B, Down, Z, Right, X, Left, Y** as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

MOVIE BATTLE

Slowing the game

During the game, press **START** to pause, then press **Down** and access the passport. Turn to the last page of the passport ("Exit to Title") and press

Z, Y, Z, Y, X, X, X, X, START, you'll hear Lana moan to confirm the code. Now press **A**, instead of returning to the title screen, you'll skip to the end of the current stage.

ULTIMATE KOMBAT ROMANTIC

Ultimate Kombat Codes

To activate these hidden characters in the Saturn version of *Ultimate MKII*, access the "Ultimate Kombat Code" screen by playing the game in single-player mode and losing. When the screen appears, enter any of the following codes with the **A, B, C, X, Y** and **Z** buttons quickly before the timer expires.

Mileena (7-00-723). Press **X** seven times. A seven times, **B** twice and **C** three times.

Errac (364-240). Press **X** nine times, **Y** six times, **Z** four times, **A** twice and **B** four times.

Classic Sub-Zero (740-520). Press **X** seven times, **Y** six times, **A** five times and **B** twice.

When one of these codes has been successfully entered, a message will appear that tells you that the character you chose is now at your control; you'll find them in the middle of the character-select screen.

Free Play

To earn infinite continues credit, wait for the copyright screen to appear at the beginning of the game and quickly press **Up, Up, Right, Right, Left, Left, Down, Down**. This code must be entered very rapidly; if you're fast enough, you'll hear Shao Khan say "Excellent!" to confirm the code. Now when you start the game, the credit counter will be replaced by the words "Free Play", which indicates that you can continue a losing one-player game as many times as you wish.

Cheat Menu

When the main title screen appears (with the purple skulls in the background) quickly press **C, R, A, Z, Y, C, Y, R, A, X, X**. You'll hear Shao Khan laugh to confirm the code, make sure you hear him laugh twice, because he usually laughs once at the screen anyway. Now when the stage-loading menu appears, highlight, "Combat" and press **Up** a secret "X" option will appear. Press any button to find the secret "Cheats" menu, turn on the "Free Play", "Invinc", "Mileena" and "Classic Sub-Zero" options to get exactly the same results you'll get from *Ultimate Kombat Codes* and *Free Play* code above, turn off "Velocity Time" to be able to take your time when trying to perform fatalities and use "1 Round Match" to start each battle with one round won for each player.

SECRET CHEAT CODE

Secret Cheat Code
If you've already beaten the game, you may have already discovered the "Option Plus" menu and extra bonuses the game offers to the victors. If you haven't, here's how to get them the easy way. During the opening demo, wait for the Sega logo

to appear on a white background, then hold the **Directional** on Controller 1 and press **Up, Down, Left, Right, Down, Up, Right, Left, Up, Left, Right, Up**. You should hear three separate gunshots at different times dur-

ing the code to confirm. Now you'll have access to the "Ranking Mode" from the main menu. You'll also get new surprises at the Option menu, including six additional difficulty settings, a "Free Play" option for unlimited credits and a separate "Option Plus" menu that allows you to activate a reverse-angle "3d Mirror Mode" check game starts with a Bookkeeping function or activate "Gun Select." With the Gun Select option turned on, you can get any gun at any time during the game, simply press the **START** button to pause, then press the **Reload** button to cycle through the different weapons. Available guns include a "Special" auto-fire weapon that never runs out of ammo.

See the Ending

Play through the first stage until you reach the final boss with the rocket launcher. When you fire the final shot that kills him, quickly press and hold the **X** and **B** buttons. Hold them down until the screen changes, instead of starting the next stage, you'll view directly to the ending sequence, Extra Name Entry Time.

At the "Name Entry" screen, shoot at the "W" (backdrop) icon quickly and repeatedly until the timer resets to 99. Now there's plenty of time to alter your initials.

MOVIE FIGHTER

Box Code

At the character-select screen, quickly press **Down, Up, Right**, then **A-Left**. You'll hear a "smash" and you'll be playing as Dural.

Stage Select/Adjustable Ring Size

At the title screen—while the words "Press Start Button" are flashing—hold **Up** 12 times, then press **START** and go to the Option menu. Move the highlight down past the "Exit" option (off the screen) and press **START**; you'll find a hidden Stage Select/Stage menu.

Alternate Character Select Menu + Box Code

When a "Vs" match is ending, hold the **L** and **R** buttons for a split-second that reduces disk access time. If you go to the title screen first, quickly press **Up** 12 times and immediately press **START**, Dural will be added to the alternate character menu.

Play Ranking Mode

To choose the Ranking mode without first beating the game, hold **Down/Right, C, Y, L** and **B** at the title screen and press **START**.

Watch the Credits

Hold the **A** button down during the opening cinema to see the names of the makers of *Virtua Fighter*.

VIRTUA FIGHTER 2

Gold and Silver Dural

To play as the silver Dural, highlight **Akuma** and press **Down, Up, Right**, then **A + Left** simultaneously. To select gold Dural, highlight **Leon** and press **Down, Up, Left**, then **A + Right** simultaneously.

Impervious to Pain

Gold and Silver Dural
Hold the **Directional** under *Virtua Fighter 2* above. Press **Start** until you reach the "Arcade Outfit" Mode. First, beat the game with the difficulty set at "Hard." Once you've done

this, start a game in Arcade mode. At the character-select screen, hold the **L** and **B** buttons when choosing your fighter. When the fight starts, you'll be battling in a first-person wearable format, similar to Nintendo's *Punch Out!* game.

VIRTUA FIGHTER REMIX

Tips and Codes

All of the cheats and tricks described above for *Virtua Fighter* will also work on *Virtua Fighter Remix*.

VIRTUAL GUN

Box Code

At the title screen—while the words "Press Start Button" are flashing—hold **Down** on the D-pad and press **L + R** simultaneously. You'll hear an explosion to confirm the code. Now you can choose **Impugnated** at the Machine Select screen, just to the right of **Raiden**.

WIRELESS

New Weapons

At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit", then press **C, Z, C, Z, C, Z, Z, C**. The Cluster Bomb, Up and Mines options will be replaced with **Banana Bombs**, the **Mingun** and **Expanding Sheep**; now you can use those special weapons without waiting for them to appear in weapon crates during the game.

LEVEL CHARACTER PATHWAYS

Hidden Character (Player 1 Side)

At the character select screen, highlight **Spiral**, wait for three seconds, then highlight the following characters in order for one second each: **Silver Samurai, Pyroclaw, Colossus, Ironman, Colossus, Cyclops, Wolverine, Omega Red, Silver Samurai**. (The movements for this sequence are as follows: **Left, Left, Left, Left, Right, Up, Right, Down, Left**.) When you stop on **Silver Samurai**, wait for three seconds, then press **Light Kick + Hard Kick + Hard Punch** simultaneously (in the default control configuration, that's **A + C + Z**). If you've done this properly, the link is to count slowly and deliberately—the announcer will say "Silver Samurai", but Akuma will drop down from the top of the screen to take his place as your character.

Hidden Character (Player 2 Side)

To do the Akuma code on the Player 2 side, highlight **Spiral**, wait for three seconds, then highlight the following characters in order for one second each: **Cyclops, Colossus, Ironman, Serpentine, Omega Red, Wolverine, Pyroclaw, Silver Samurai, Spiral**. (The movements for this sequence are as follows: **Right, Down, Left, Left, Left, Left, Down, Right, Right**.) When you stop on **Spiral**, wait for three seconds, then press **Light Kick + Hard Kick + Hard Punch** simultaneously as above.

Screen Width Option

At the Option Mode menu, highlight "Difficulty" and press **Up, Down** ten times. A new option called "Screen Width" will appear at the bottom of the menu. Change it to "Arcade" mode and your character will be able to move a little bit further past the edges of the screen during battle.

IES SEGA Play

We Accept:

Personal Checks and Money Orders
Are Also Accepted.

Funco Order Form

Name _____

Address _____

Phone (____) _____

System	Title	Qty	Price
1			
2			
3			
4			

Tax _____

Shipping _____

Handling **\$4.00**

Total _____

All Games Come With a 90 Day Warranty!
ONE YEAR Warranties are Available
Hours: Mon-Fri 9:00am to 7:00pm Central
612-946-8112

Look for us on the World Wide Web!
<http://www.funcoland.com>

RUSH DELIVERY!

is available on all in stock items

**These are Partial Lists
More Titles Available!**

We also offer: **Sega CD, Nintendo 64, CDX, & 3DO**

Want Something? Can't Find It?

WE'VE GOT IT!

We Sell Previously Played Video Games and Accessories at Great Prices.

We also Sell New Product!

CALL FUNCO TODAY!
612-946-8112

Win a \$25 Funco Gift Certificate!

DOWN

1 King of Fighter

2 In Traders 2 Heavens

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____

15 _____

16 _____

17 _____

18 _____

19 _____

20 _____

21 _____

22 _____

23 _____

24 _____

25 _____

26 _____

27 _____

28 _____

29 _____

30 _____

31 _____

32 _____

33 _____

34 _____

35 _____

36 _____

37 _____

38 _____

39 _____

40 _____

41 _____

42 _____

43 _____

44 _____

45 _____

46 _____

47 _____

48 _____

49 _____

50 _____

51 _____

52 _____

53 _____

54 _____

55 _____

56 _____

57 _____

58 _____

59 _____

60 _____

61 _____

62 _____

63 _____

64 _____

65 _____

66 _____

67 _____

68 _____

69 _____

70 _____

71 _____

72 _____

73 _____

74 _____

75 _____

76 _____

77 _____

78 _____

79 _____

80 _____

81 _____

82 _____

83 _____

84 _____

85 _____

86 _____

87 _____

88 _____

89 _____

90 _____

91 _____

92 _____

93 _____

94 _____

95 _____

96 _____

97 _____

98 _____

99 _____

100 _____

ACROSS

1 Crash Bandicoot is a

2 The Kingdom of

3 _____

4 _____

5 _____

6 _____

7 _____

8 _____

9 _____

10 _____

11 _____

12 _____

13 _____

14 _____

15 _____

16 _____

17 _____

18 _____

19 _____

20 _____

21 _____

22 _____

23 _____

24 _____

25 _____

26 _____

27 _____

28 _____

29 _____

30 _____

31 _____

32 _____

33 _____

34 _____

35 _____

36 _____

37 _____

38 _____

39 _____

40 _____

41 _____

42 _____

43 _____

44 _____

45 _____

46 _____

47 _____

48 _____

49 _____

50 _____

51 _____

52 _____

53 _____

54 _____

55 _____

56 _____

57 _____

58 _____

59 _____

60 _____

61 _____

62 _____

63 _____

64 _____

65 _____

66 _____

67 _____

68 _____

69 _____

70 _____

71 _____

72 _____

73 _____

74 _____

75 _____

76 _____

77 _____

78 _____

79 _____

80 _____

81 _____

82 _____

83 _____

84 _____

85 _____

86 _____

87 _____

88 _____

89 _____

90 _____

91 _____

92 _____

93 _____

94 _____

95 _____

96 _____

97 _____

98 _____

99 _____

100 _____

Genesis tips



get a spending shield that will protect you from harm.

PowerUp Game
This can't tell you what power item or you need the most "power" by picking up items in the following order: pearls, oil, oil, wine, glass, dark and white.

Undercover
In the sports level, call the word "line" by job up on the in the following order: tip, an, chest, wall, back, and underwear.

Downfall
At the 15th screen, hold A, punt the D pad in the Downfall screen and press START to access a cheat menu.

EXAMPLE CHEAT CODES
New Order
To choose from as always line up of 20 items (clamps) enter the password: "GUARD SLAM" (enter a period between the two words and M up the rest of the password with joystick.)

Secret Configuration Mode

Hold the password "CON RST" and M up all the rest of the spaces with joystick. You'll access a hidden "Configuration Mode" menu.

EXAMPLE CHEAT CODES

Secret Passwords

Monkeys vs. Denver 254727

Philadelphians vs. Miami 757672

Los Angeles vs. Houston 785427

San Francisco vs. Miami 767527

Philadelphia vs. Houston 727772

San Francisco vs. New England 717727

Philadelphia vs. New England 727727

San Francisco vs. Pittsburgh 727727

Los Angeles vs. Miami 767727

San Francisco vs. Denver 757672

Chicago vs. New England 757672

Philadelphia vs. Cleveland 757672

Los Angeles vs. Houston 757672

Atlanta vs. Houston 757672

Chicago vs. Houston 757672

Philadelphia vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Atlanta vs. Houston 757672

Kansas City vs. San Francisco 254727

Kansas City vs. Chicago 254727

Kansas City vs. New Orleans 254727

Los Angeles vs. Pittsburgh 254727

Los Angeles vs. Houston 254727

Los Angeles vs. Buffalo 254727

Miami vs. Houston 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

Miami vs. St. Louis 254727

Miami vs. New York 254727

Miami vs. Chicago 254727

Miami vs. Cleveland 254727

time with 30 minutes on the clock. If you do this again the second time the clock runs out, the game will continue with 180 minutes on the clock.

Super Street Fighter

Enter the password "NOVEMBER" Press START and the message "SECOND CONTROLLER IN" will appear on the screen. Exit from the password screen or enter a valid password to start the game. Press the B button on Controller 2 to enter the game. If you play at any time, if you play as a guest, you will also see you a full screen of every possible weapon. Hold A on Controller 2 for view another menu. You can start the B pad on Controller 2 to show your quantitative statistics, even through walls, floors and ceilings.

Advanced Play

Use the following password formula to start as any character:

1. A B C

Change the characters of this password by entering different characters in the first and fifth positions.

Enter "00" as the third character in the above password to play as a guest, or use "78" to play as the character. Choose your starting stage by entering a number in the fifth position of the above password. Use "1" through "7" for a guest, or "8" through "9" for the character.

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Use the following formula to enter a stage:

1. A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

press A and START together to start up the Car. If you enter "MIDNIGHT" for the number of days to start the game and you get 30 days.

Real Power

Press the game during play and enter the following code: Up, Right, A, Down, Right, A, C, Left, Up, B, and press START and all weapons will be available to you.

Midnight

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen, change the month of the year to "MIDNIGHT" for the number of days to start the game and you get 30 days.

At the ending screen,

FANTASY GUILD

Stage Select

All the title screens, after Hagane calls you by the following: press Right, Left, Right, Left, A, B, A, B to access a "World Select Menu" menu.

Power-Up

All the title screens enter 0004 in your password and select OK. You will have 90 of each item.

ITEM-2000 UNLIMITED

Password

Level 20-6116220

ITEM-2000 FIRM

Password

Room 4-YET152172

ITEM-2000

Password

Stage 50-516WZDFLNCB3L2H2DJJ

ITEM-2000

Add Mode

At the title screen, push Up, A, and B at the same time—your 8-bit timer will continue to tick. Press START to begin; the game will look the same, but the enemies will be more difficult to defeat and will do more damage.

ITEM-2000 UNLIMITED

Title Dialog option

When the Takara logo appears at the start of the game, press B, Left, Right, B, A, Down, Up, A. You'll hear a signal to continue the code and you'll be sent to a secret menu where you can read all of the text from the game.

Item Give

After the Takara logo disappears at the start of the game, a picture of the title will appear. When you see this, press Up, Down, A, B, Right, Left, A, B. You'll hear a sound to continue the code. When you start the game, you'll have four basic characters to choose from (Sword, the Girl, and Gals).

ITEM-2000

Password

Level 60-6116

Item Give

At the title screen, hold Down, A, B, then press START. You'll start the game with five items instead of six.

ITEM-2000 UNLIMITED

Password

Adventure 1: New Mexico 1475 355-425
Adventure 2: Ancient Greece 470 BC 355-692
Adventure 3: Medieval England 1500 355-8942
Adventure 4: Sen Demin 1500 080 RC 355-418
Adventure 5: Shipping Mail 355-8671
Adventure 7: School Room 355-2601

ITEM-2000

Item Give

To return to the start to 10-0000, hold START, then press A and B simultaneously.
Password to Item Give:
-B1, E1, F1, C1, D1, 35, A4, B4
-A4, D2, B3, E3, B4, A4
-A4, C3, D1, E2, E3, B3

ITEM-2000

Item Give

All the title screens press Up, Down, Down, Left, Right, Left, Right, A, B, A, START.

ITEM-2000 UNLIMITED

Stage Select

Enter the password ANCHOR to access a stage select menu.

ITEM-2000

Level 1

Level 1: Room 10-0-0-W
Level 2: Room 10-0-0-XX
Level 3: Room 10-0-0-XX
Level 4: Room 10-0-0-XX

Level 5

Level 5: Room 10-0-0-X
Level 6: Room 10-0-0-X
Level 7: Room 10-0-0-X
Level 8: Room 10-0-0-X

Level 9

Level 9: Room 10-0-0-X
Level 10: Room 10-0-0-X
Level 11: Room 10-0-0-X
Level 12: Room 10-0-0-X

Level 13

Level 13: Room 10-0-0-X
Level 14: Room 10-0-0-X
Level 15: Room 10-0-0-X
Level 16: Room 10-0-0-X

Level 17

Level 17: Room 10-0-0-X
Level 18: Room 10-0-0-X
Level 19: Room 10-0-0-X
Level 20: Room 10-0-0-X

Level 21

Level 21: Room 10-0-0-X
Level 22: Room 10-0-0-X
Level 23: Room 10-0-0-X
Level 24: Room 10-0-0-X

Level 25

Level 25: Room 10-0-0-X
Level 26: Room 10-0-0-X
Level 27: Room 10-0-0-X
Level 28: Room 10-0-0-X

Level 29

Level 29: Room 10-0-0-X
Level 30: Room 10-0-0-X
Level 31: Room 10-0-0-X
Level 32: Room 10-0-0-X

Level 33

Level 33: Room 10-0-0-X
Level 34: Room 10-0-0-X
Level 35: Room 10-0-0-X
Level 36: Room 10-0-0-X

Level 37

Level 37: Room 10-0-0-X
Level 38: Room 10-0-0-X
Level 39: Room 10-0-0-X
Level 40: Room 10-0-0-X

Level 41

Level 41: Room 10-0-0-X
Level 42: Room 10-0-0-X
Level 43: Room 10-0-0-X
Level 44: Room 10-0-0-X

Level 45

Level 45: Room 10-0-0-X
Level 46: Room 10-0-0-X
Level 47: Room 10-0-0-X
Level 48: Room 10-0-0-X

Level 49

Level 49: Room 10-0-0-X
Level 50: Room 10-0-0-X
Level 51: Room 10-0-0-X
Level 52: Room 10-0-0-X

Level 53

Level 53: Room 10-0-0-X
Level 54: Room 10-0-0-X
Level 55: Room 10-0-0-X
Level 56: Room 10-0-0-X

Level 57

Level 57: Room 10-0-0-X
Level 58: Room 10-0-0-X
Level 59: Room 10-0-0-X
Level 60: Room 10-0-0-X

Level 61

Level 61: Room 10-0-0-X
Level 62: Room 10-0-0-X
Level 63: Room 10-0-0-X
Level 64: Room 10-0-0-X

Level 65

Level 65: Room 10-0-0-X
Level 66: Room 10-0-0-X
Level 67: Room 10-0-0-X
Level 68: Room 10-0-0-X

Level 69

Level 69: Room 10-0-0-X
Level 70: Room 10-0-0-X
Level 71: Room 10-0-0-X
Level 72: Room 10-0-0-X

Level 73

Level 73: Room 10-0-0-X
Level 74: Room 10-0-0-X
Level 75: Room 10-0-0-X
Level 76: Room 10-0-0-X

Level 77

Level 77: Room 10-0-0-X
Level 78: Room 10-0-0-X
Level 79: Room 10-0-0-X
Level 80: Room 10-0-0-X

Level 81

Level 81: Room 10-0-0-X
Level 82: Room 10-0-0-X
Level 83: Room 10-0-0-X
Level 84: Room 10-0-0-X

Level 85

Level 85: Room 10-0-0-X
Level 86: Room 10-0-0-X
Level 87: Room 10-0-0-X
Level 88: Room 10-0-0-X

Level 89

Level 89: Room 10-0-0-X
Level 90: Room 10-0-0-X
Level 91: Room 10-0-0-X
Level 92: Room 10-0-0-X

Level 93

Level 93: Room 10-0-0-X
Level 94: Room 10-0-0-X
Level 95: Room 10-0-0-X
Level 96: Room 10-0-0-X

and now, you can play with 100 items that appear to have been randomly chosen. The items you receive is determined by the hexadecimal digit of your score. A list of what your prize will be if you enter a Question Mark Door:

Stage 1

Stage 1: 1-1000000000
Stage 2: 2-1000000000
Stage 3: 3-1000000000
Stage 4: 4-1000000000

Stage 5

Stage 5: 5-1000000000
Stage 6: 6-1000000000
Stage 7: 7-1000000000
Stage 8: 8-1000000000

Stage 9

Stage 9: 9-1000000000
Stage 10: 10-1000000000
Stage 11: 11-1000000000
Stage 12: 12-1000000000

Stage 13

Stage 13: 13-1000000000
Stage 14: 14-1000000000
Stage 15: 15-1000000000
Stage 16: 16-1000000000

Stage 17

Stage 17: 17-1000000000
Stage 18: 18-1000000000
Stage 19: 19-1000000000
Stage 20: 20-1000000000

Stage 21

Stage 21: 21-1000000000
Stage 22: 22-1000000000
Stage 23: 23-1000000000
Stage 24: 24-1000000000

Stage 25

Stage 25: 25-1000000000
Stage 26: 26-1000000000
Stage 27: 27-1000000000
Stage 28: 28-1000000000

Stage 29

Stage 29: 29-1000000000
Stage 30: 30-1000000000
Stage 31: 31-1000000000
Stage 32: 32-1000000000

Stage 33

Stage 33: 33-1000000000
Stage 34: 34-1000000000
Stage 35: 35-1000000000
Stage 36: 36-1000000000

Stage 37

Stage 37: 37-1000000000
Stage 38: 38-1000000000
Stage 39: 39-1000000000
Stage 40: 40-1000000000

Stage 41

Stage 41: 41-1000000000
Stage 42: 42-1000000000
Stage 43: 43-1000000000
Stage 44: 44-1000000000

Stage 45

Stage 45: 45-1000000000
Stage 46: 46-1000000000
Stage 47: 47-1000000000
Stage 48: 48-1000000000

Stage 49

Stage 49: 49-1000000000
Stage 50: 50-1000000000
Stage 51: 51-1000000000
Stage 52: 52-1000000000

Stage 53

Stage 53: 53-1000000000
Stage 54: 54-1000000000
Stage 55: 55-1000000000
Stage 56: 56-1000000000

Stage 57

Stage 57: 57-1000000000
Stage 58: 58-1000000000
Stage 59: 59-1000000000
Stage 60: 60-1000000000

Stage 61

Stage 61: 61-1000000000
Stage 62: 62-1000000000
Stage 63: 63-1000000000
Stage 64: 64-1000000000

Stage 65

Stage 65: 65-1000000000
Stage 66: 66-1000000000
Stage 67: 67-1000000000
Stage 68: 68-1000000000

Stage 69

Stage 69: 69-1000000000
Stage 70: 70-1000000000
Stage 71: 71-1000000000
Stage 72: 72-1000000000

Stage 73

Stage 73: 73-1000000000
Stage 74: 74-1000000000
Stage 75: 75-1000000000
Stage 76: 76-1000000000

Stage 77

Stage 77: 77-1000000000
Stage 78: 78-1000000000
Stage 79: 79-1000000000
Stage 80: 80-1000000000

Stage 81

Stage 81: 81-1000000000
Stage 82: 82-1000000000
Stage 83: 83-1000000000
Stage 84: 84-1000000000

Stage 85

Stage 85: 85-1000000000
Stage 86: 86-1000000000
Stage 87: 87-1000000000
Stage 88: 88-1000000000

Stage 89

Stage 89: 89-1000000000
Stage 90: 90-1000000000
Stage 91: 91-1000000000
Stage 92: 92-1000000000

ITEM-2000

Stage Select

At the title screen, press A, Left, Right, Left, Right, B, then press START. A stage select menu will appear.

ITEM-2000

Item Give

Press SELECT to access the options menu, then highlight the Music/Effects list and select the following sounds in order: 40, 30, 18, 18, 18, 18 and 75. A top secret cheat menu will appear.

ITEM-2000

Stage Select

When the title screen fades and the T-Rex opens its mouth, press Up, Down, Left, Up, Down, Right, B, SELECT. Against the whole sequence again, then press START to begin. Select to begin the game, hold START. Then press SELECT to skip to the next stage.

ITEM-2000

Item Give

Choose any character then, at the mid-air screen and before the fight starts, hold Right on the D-pad and quickly press SELECT, STAGE 8, A.

ITEM-2000

Item Give

Stage Three: At the second section of the stage you'll find a path that ends with a pile of Star Pieces. While the boxes in the bottom of the pile to see a small doorway. Enter to find a secret passage with a 1-up at the end. Later in Stage Three, you'll take on some weird creatures. That's a hint, at the base of one of the walls take out a Star Piece to start your way to the hole. Climb to collect five pieces and a 1-up in the hidden chamber.

ITEM-2000

Item Give

Stage Five: You will run into a state of clouds halfway through the stage. When you arrive at a new passage in the clouds, on the left side is a point. Go to the end and press Up to the 5th and 6th to enter a hidden passage and discover a secret area. Use a 1-Up to fly through the stage and pick up Power-Up along the way. At the end of Stage Five, you'll fly up to a floating platform where you meet Kaido again. Instead of using the paddle, you can get to Kaido by another route and even speed items. Touch the Kaido and you'll see a special area filled with items and clouds. You'll find a 1-Up and a Magic Ball. Go to you!

ITEM-2000

Item Give

At the starting screen, equip yourself with both bombs and power. You'll be able to fire them in a matter of seconds, giving you a good time to explore. Boomerang Trick: Stand near the reefer and throw the boomerang. Then grab the reefer before the boomerang returns to you. Now you can run around with the reefer while the boomerang flies around, killing enemies.

ITEM-2000

Item Give

At any time during the game, press START to pause, then quickly press A, B, A, B, A. You'll immediately skip to the next stage.

ITEM-2000

Item Give

At the title screen, press A, B, SELECT, Left, Right, START to access a "Starting World" menu.
Start World 2 (Magma)
At the map screen, while your course is being shown, hold A, B and press Up, Down to start that stage with extra enemies.
Start World 2 (Jade)
At the map screen, while your course is being shown, hold A, B and press SELECT, Up, Down to start that stage with extra adversaries.

Fanzine Patrol



Although on its 25th issue—maybe 26 by the time you read this—Fanzine Patrol's Game Mag offers balanced coverage of any game system they can get their hands on. The review section demonstrates this "me, which is good because the reviews are strong enough. Some titles get a whopping two-page write-up, but even the half-page reviews are very informative. We're particularly impressed by the range of games covered, from Game Boy titles to the latest 32- and 64-bit titles and even import software. Game Mag is also one of the

few magazines to include a tape section, and their covers and coverlines are a very good—hey, we should know!—style layout (which is intentionally worded by some fanzine publishers) but the ads in that it looks great and worth your time. Average issue size is between 16 and 24 pages. Subscriptions are \$12 for 12 bi-monthly issues, for a sample copy, send \$1.50 to Jonathan Entisfield, c/o Game Mag, 9004 Riviera Road, Liberty, MO 64068 and tell him you read about it in THE TIMES.



Pro: Main, Go! Men and Elec. Main defeated—A3, K, B5, B4, C4
Dr. Wily's Castle—A2, A3, B4, C2, C3

TALENTED

Play in Solo
First, defeat Shang Tsung and win the game. Watch the credits roll and wait for the words "THE END" to appear. From the control to the upper left position and hold it there, and hold the SELECT and A buttons as well. Continue to hold these buttons down until the screen fades to the words "THE END OF THE ROAD" appear. Next, repeat your initial and press A. When the high rarity table appears, press START; you'll get a screen full of cash. "Gone live, as usual!" You've just discovered a hidden treasure in Mario Kart when you play in Solo and all of your efforts have been given new uses.

POWER-UP

Power-Up Codes
Each of these codes must be entered at the "Tonight's Match Up" screen before the top-off. Power-Up Turbo—Tap any button 15 times, then hold Down and Left until the top-off.
Power-Up Turbo—Tap any button 15 times, then hold Down and Left until the top-off.
Power-Up Turbo—Tap any button 15 times, then hold Up and Left until the top-off.
Score Cheater
Enter the initials K, highlight F, press Up, A and B to enter the last letter. Set Delta: Enter the initials SD, highlight the last letter T, press Down and B to enter the last letter. Enter the initials TD, highlight the letter M, press Left and B to enter the last letter. Add Dog: Enter the initials AD, highlight the letter T, press Up and B to enter the last letter M. Enter Cheater: Enter the initials AM, highlight G, press Down, A, and B to enter the letter B. Repeat: Enter the initials ML, highlight G, press Up, A, B, and B to enter the letter B.

TALENTED

Power-Up Codes
Each of these codes must be entered at the "Tonight's Match Up" screen before the top-off. High-Speed—Up, Down, Up, Down, Right, Left, Up, A, Down.
Shooting Court—A, A, A, A, Up, Down, Right, Left, Right.
Dueling Ship Percentage—Up, Up, Down, Down, B, Power-Up 3-Percentage—Up, Down, Left, Right, Left, Down, Up.
Power-Up Goofing—Up, Up, Down, Right, Down, Up.
Power-Up Darts—Left, Right, A, B, A.
Power-Up Line—Down, Right, Right, A, Left, Up, A, Down, Right, Right, Left, Right, B, Right.
Power-Up Offense—A, B, Up, A, B, Up, Down, Power-Up—Down, Right, A, B, A, Right, Down, Power-Up—B, B, B, B, Down, Left, Left, Left, Left, B, A.

TALENTED

Go Kart
You can continue from the last stage you were on by hold the A button and pressing START.

TALENTED

Go Kart
After the side screen appears, press Up, Up, Up, Up, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, A, B, START.
Stage Select
After the title screen appears, press Up, Up.

Down, Down, Left, Right, Left, Right, A, B, A, START.

TALENTED

Power-Up Codes
Step 2—F, G, G, H, A, T, B
Step 3—C, W, D, F, G, B, I
Step 4—J, B, D, F, J, V, S
Step 5—T, F, D, N, X, V, I, S
Step 6—H, F, S, D, S, H, A
Step 7—D, F, I, B, I, L, I, S
Step 8—F, F, X, C, V, I, S
Codes of the Wind—G, D, L, F, F, G, B
Step 9—B, H, X, J, T, S
Step 10—M, V, N, G, S, C, G, C
Step 11—K, Q, T, D, J, W, I
Step 12—F, F, F, F, F, F, F, F, F
Step 13—G, T, C, M, S, S, S, S
Step 14—V, D, X, S, S, I, L, I, S
Step 15—R, H, I, N, I, L, I, S

TALENTED

Hidden Codes
At the title screen, press Right, Up, B, A, Down, Up, B, Down, Up, B.

TALENTED

Character in Same Character
One of the following codes should be entered at the title screen.
Press Up, Up, Down, Down, Left, Right, Left, Right, B. If you played against the same character before, you'll see a message.
Press Up, Up, Down, Down, Left, Right, Left, Right, B. If you played against the same character before, you'll see a message.
Press Up, Up, Down, Down, Left, Right, Left, Right, B. If you played against the same character before, you'll see a message.

TALENTED

Hidden Codes
To get this secret character, press the SELECT button three times while Nintendo is shown in the opening screen.

TALENTED

Power-Up Codes
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
Press START at your password. A "Map Select" message will appear.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.

word screen. When Round appears to you and you on a mission, you can choose different assignments by pressing Up on the D-pad.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

Step 10—V, D, X, S, S, I, L, I, S
Step 11—K, Q, T, D, J, W, I
Step 12—F, F, F, F, F, F, F, F, F
Step 13—G, T, C, M, S, S, S, S
Step 14—V, D, X, S, S, I, L, I, S
Step 15—R, H, I, N, I, L, I, S

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

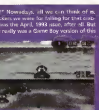
Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.

TALENTED

Map Select
When the title screen appears, hold Left, Down, A, and B simultaneously. From START to become available.
Enter at all screens on the screen with one Starball and enter 500 points for each ball you collect.
Secret Stage
At the title screen, hold Up, SELECT and B then press START.



With the recent releases of Mario Kart 64 and the re-release of the original Super Mario Kart, we've been wondering: What ever happened to the Game Boy version? After Mario Kart, we first heard about this game back in 1993; it was reviewed by our friends at the world's longest-running video game magazine, Computer & Video Games in the U.K. The game was described as a "nonexistent cartridge" with a special "GSC" chip that could approximate the Super NES' much-hyped "Mode 7" abilities on the small screen. Back when we first saw this review, we were thinking, "Wow, what a great



TIPS & TRICKS SELECT GAMES



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of "Select Games" is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



SOUL BLADE

Namco • 1/97

Before you start scratching your head, let us first tell you that *Soul Blade* is the exact same game you knew in the arcade as *Soul Edge*. Why Namco changed the name for the home release is anyone's guess, but the change is only in effect for the U.S. home version. *Soul Blade* is an exact conversion from the coin-op and includes all the extras that were in version II which made the boys and a new character selectable for a total of ten characters. As in *Tekken 4*, there are all kinds of modes like team battle and practice, but the coolest is a new RPG-like scenario mode that also gives your character new weapons. There are three different music modes and two different ending per character. Another bonus is that each character has a completely new selectable costume, courtesy of a costume design contest held in Japan. Of course the basic gameplay is what draws you to the game in the first place and *Soul Blade* is probably the best weapon-based 3-D fighter available anywhere (only *Star Gladiator* and *Last Bronx* come close). A recommended purchase.



Pick It!

The elite "Tips & Tricks Pick" is given to those select few games that are highly recom-

mended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



WAR GODS

Williams • 1/97



Due to limited distribution, many arcade players were not able to check out Williams' first 3-D fighting game and its Mortal Kombatish gameplay. Digitized texture-maps give War Gods a unique graphic look that is reminiscent of the way Mortal Kombat looked to gamers when they first saw it. The gameplay is very much like MK, but with a lot of additions to strategy. Strategic options include using the 3-D button, using the Block button to knock down an opponent's guard and side-stepping attacks. The PlayStation version closely mimics the coin-op and will have you playing for hours. Even if it didn't,

grab you in the arcade, it feels better as a home game and warrants a T&T pick.



CRUIS'N WORLD

Midway • 1/97

If you couldn't get enough of cruising around the USA the first time, you'll love getting a chance to take a spin around the world. Cruis'n World takes the basic elements of Cruis'n USA and pumps them up with cleaner graphics, more cars and more tracks. The best feature is the ability to link multiple machines for head-to-head games; up to four machines can be linked together for some truly exciting competition. 12 cars are available—including a Porsche and a Hummer complete with Desert Storm style camouflage paint. There are also supposed to be more secret vehicles than the three that could be found in the first

game. Race on 14 different tracks in 12 different countries, including Japan, Germany, Mexico and even Egypt.



VIRTUA FIGHTER 2

Sega • 2/97



Just when you thought that you'd seen all there was to see on the Genesis, something like this happens. Virtua Fighter 2 for the Genesis has all the characters from the arcade version except for Lion and Shun—which kind of makes it like Virtua Fighter Remix—but it does have the look and moves of VF2. It is a 2-D game, but the

character animation is based on the familiar moves of the 3-D game. It plays very nicely; the character match-ups are the same and the combos work! A nice distraction for VF fans and a T&T pick.



DARK SAVIOR

Playmates • 11/96

32-bit players have been waiting for something extraordinary to appear in the action/RPG genre, but have only been moderately content. Dark Savior should make many Saturn owners very happy with its challenging gameplay and puzzles, a solid 3-D world and intriguing storyline. The coolest thing about Dark Savior is that the game has lots of replay value with three different story arcs that are both selectable and change with the completion of the game. Long-time Genesis fans will no doubt be reminded of the classic Land Stalker—which is no coincidence, since both games were

created by the same developer, Climax. Pure action gamers will not be turned off by Dark Savior; it doesn't demand track RPG skills, but has all the trappings of a truly expansive adventure that role playing enthusiasts will love.



NBA HANGTIME

Midway • 12/96

Does the world really need another two-on-two basketball game? If the game is *NBA Hangtime*, then the answer is yes. All the things you liked about *NBA JAM* have been refined and tweaked, giving *Hangtime* a slightly different feel. You can now do juke moves and alley-oops with

team dunking options. The character animation is great and the sound is not too shabby either. Real NBA players mix it up with the freaks and goons you'll undoubtedly connect with the game's "Create a Player" option.



NBA HANGTIME

Midway • 12/96



The *Genesis* has no shortage of great sports games, so it takes a good one to make the cut. *NBA Hangtime* does indeed elevate itself above the other two-on-two B-ball games available. It appears to have slightly smoother gameplay than the Super NES version, though both games were developed by the same company, Funcom. The animation of the players is amazingly smooth and fluid with dunks looking better than ever. Most of the hottest NBA players are available for your favorite team and—as usual—there are lots of secret features, some of which you'll find in this issue's *Genesis* Tips section.

DONKEY KONG COUNTRY 3

Nintendo • 12/96

The *Donkey Kong* franchise continues to thrive on the Super NES with a new enhancement from developer Kame each year. This year's model—which stars Dixie Kong from *DK2* and newcomer Kiddy Kong—is much more challenging than the first two games and maps that allow less of a linear progression from one area to another. Lots of new bonus items, hidden stages and "helper" characters are included, but our favorite Kong character, *Monkey*, is still missing.



DOOM 64

Williams • 3/97

After much success on the PC, PlayStation and Super NES, the monster hit *Doom* is on its way to the N64. It's expected to be the sharpest version yet. *Doom* never had much of a storyline, but it delivered action and white-knuckle corridor play in spades. That shouldn't change

in this N64 upgrade, though there are questions and rumors about multiplayer possibilities via link cable or possibly through phone lines in the future. We'll have more information on this promising cartridge in future issues.



TAZ-MANIA 2

T-HQ • 1/97

Fresh from his scene-stealing appearance in *Space Jam*, Taz is a very lucky character who has starred in two *Genesis* games, one Super NES game, two Game Gear games and is now headed for a second Game Boy adventure. It's a side-scrolling action game with four different levels

that include the entire Taz family and bad guys like Bull Gator from the TV series. Taz is a very large character on the Game Boy screen—which makes it easier to play—but his fast spinning attack can get out of control if you're not careful.



THE HUNCHBACK OF NOTRE DAME

T-HQ • 3/97

If you're looking for another Disney side-scrolling adventure, you won't find it here. Instead, developer Tiertex has created a five-in-one cartridge that features characters and settings from the movie in a series of puzzle and action games. The contests include *Catch the Fool* (a Kaboom!-style action game), *Chiseler* (like *Break-*

out), *Picture Puzzle*, *Olaf Bowling* and *Upsy Daisy*, in which Quasimodo and his friends sail across rooftops suspended from balloons. An interesting change from the clichéd side-scrolling adventure.





ARCADE'S GREATEST HITS: THE ATARI COLLECTION 1

Midway • 12/96



Midway follows up its Arcade's Greatest Hits collection with this batch of Atari coin-op classics, beautifully emulated by Digital Edge with original arcade options and full-motion

video interviews with the game's creators. The first in a proposed series, this volume includes Centipede, Missile Command, Battlezone, Tempest, Super Breakout and Asteroids. More, bring us more!



Asteroids creator Ed Rotberg reveals the truth about these vintage numbers.

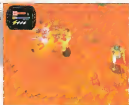


RE-LOADED

Interplay • 12/96

The original Loaded surprised PlayStation owners with its shameless displays of blood and splattered entrails. This sequel picks up right where the first game left off with a cast of six twisted weirdos; violence-mongering psychopaths who seek

right at home in the violent Loaded universe. The new game's levels are very lengthy, each has an individual objective that must be accomplished in order to advance to the next.



P.T.O. II

Koei • 12/96



Koei has developed quite a following with its long-running simulation series, mostly dealing with military themes. P.T.O. II (Pacific Theater of Operations) is the latest of these available for the Saturn and has an unbelievable amount of variation in campaigning, including the usual intense menu options. Koei

games always have random generating events that change with each new game, meaning that there could be all kinds of differences in enemy actions and weather from the first time you played. Very challenging.



PEAK PERFORMANCE

Atlus • 2/97

The PlayStation's crowded driving game genre is getting another contender. Peak Performance is a follow-up to last year's High Velocity on the Saturn. The graphics are very good and car selection is excellent. With tons of camera angles,

you can get a good close-up view of your polygon-rendered driver as he shifts gears and twists the wheel. You can also play your own music CD while driving, the game even allows you to select your favorite songs.



SCUD: THE DISPOSABLE ASSASSIN

SegaSoft • 2/97

Scud mimics the over-the-top action of the disposable comic book hero, using scenarios directly out of the comic. You can play side-scrolling or first person shooting or a combination of both. Scud creator Rob Schrab recently visited the T&T

offices; he loves the Saturn and Panzer Dragoon II. A cool and funny guy, Rob could barely control his enthusiasm for the game that stars his brainchild; according to him, SegaSoft has really captured the essential aspects of his comic series.



PGA TOUR '97

EA Sports • 12/96

The PGA Tour series has always been one of the strangest staples of the EA Sports library; the transition to 32-bit seems to have had little adverse effect on it. The Saturn version of PGA Tour '97 is a solid title that features all the elements of a classic golf game. If you haven't played one of these

since the Genesis days, you'll find that the graphics aren't the only improvement; extensive options are available as well as a variety of courses, clubs and playing conditions.





CRUISE 'N USA

Nintendo • 12/96

One of the first titles announced—and supposedly developed two years ago—for the Nintendo 64, *Cruise 'n USA* is finally available for play on a home system. The cartridge features all of the options and

tracks that made the coin-op popular. This version has a two-player split-screen mode and also packs in lots of voice, music tracks and hidden cars. It works with either the D-pad or analog stick for more exact car control.



AREA 51

Midway • 12/96

One of the surprise arcade hits of 1996 was a gun-shooting game from Atari about a mysterious military base that was recently highlighted in the movie *Independence Day*. *Area 51* combines full-motion video backgrounds with sprites and polygonal obstacles that always

leave you guessing what's around the next corner. The game can be played with two players simultaneously or solo. Most of the secret rooms and hidden goodies from the arcade version should be intact in the home releases, so keep your eyes peeled!



NFL GAMEDAY '97

Sony Sports • 12/96



With no Madden game on the PlayStation in '95, last year's undisputed king of football games was Sony's *NFL Gameday*. There were plenty of contenders this year, but *Gameday '97* has maintained a level of quality that keeps it near the top (or at the top, depending on who you talk to.) The main improvement is a choice of passing modes, which includes a method of total passing control in which you can purposely under or overthrow the ball. This game has too much good stuff to fit in this small space; check it out and you'll get the idea.



NBA JAM EXTREME

Acclaim • 12/96

Don't be afraid, but there are two different basketball games claiming to be the rightful heir to the *NBA JAM* throne. Midway's follow-up from the original game's designers is *NBA Jamtime*, but Acclaim has retained the *NBA JAM* name for this polygon-based arcade game, which has now been converted for

home play. The *NBA* stars are in both games, so it's up to you to decide which one you prefer. We'll keep looking for power-ups and secret characters in both games while you make up your mind.



STAR WARS: SHADOWS OF THE EMPIRE

Nintendo • 12/96

One of the announcements that had gamers salivating a year ago was the news of a *Star Wars* game for the N64. Developed by LucasArts, *Shadows of the Empire* is a brand-new adventure that follows the exploits of a hero named Dash Rendar as battles imperial treachery. The game has different play modes with the best being the snowspeeder level, but mostly concentrates on Dash's adventure on the ground. Cool music from the official *Shadows* soundtrack complements some incredible sound effects.



SPACE JAM

Acclaim • 12/96

The blockbuster Michael Jordan vehicle has spawned many related products, and one of the most fitting of those is this video game adaptation. *Space Jam* plays like a more cartoony version of *NBA JAM* with the added option of having two-on-two or three-on-three bas-

ketball action. There are plenty of voice effects during the game and bonus games are mixed in with the basic round-ball action. One such sub-game has Daffy Duck trying to find Michael's jersey, shorts and shoes, mirroring a similar scene in the film.



Select Games



HEAVEN'S GATE

Arlus • 2/96

Atlus is best known in fighting-game circles for its Power Instinct series; now the company attempts its first 3-D fighting game. Based on a little-known arcade game, Heaven's Gate has lots of interesting things going for it, like interesting characters and unique ring setups. There is a ceiling for every stage and the default

setting does not have ring-outs. Once you are powered up, you can activate a super move which can be done until your super meter expires. There are eight regular characters and lots of hidden characters, including a special guest from the Power Instinct series.



ROBOTRON X

Midway • 12/96

Following the lead of other successfully revamped classics—including Tempest X3, Defender 2000 and Missile Command 3-D—comes a 3-D version of the coin-op classic, Robotron 2084. All of the enemies and objects in Robotron X are polygonal with light textures... and they blow up real good! The game-

play is the same frantic, paranoid action as the original, but the camera rotates depending on your position on the screen. The soundtrack has also been redone in a more techno groove. Tons of levels and challenge await!



LIFEFORCE: TENKA

Psygnosis • 2/97



Doom set a standard for first-person shooting games on the PlayStation, few games have matched it since. Lifeforce: Tenka is ready to set new standards in the category with lots of light-sourcing, damage detail and innovative level design. There are a bunch of cool weapons to find and make use of with even more levels to explore. The enemies can be wounded and limbs can be shot off—which is not only cool to watch, but becomes an important element of gameplay when you're trying to find ways to conserve ammunition.



K-1 THE ARENA FIGHTERS

T-HQ • 2/97



One of the hottest sports to watch in Japan is kickboxing and the place to watch it is the K-1 Grand Prix. This translation of the popular Japanese Fighting Musou game incorporates real-life fighters and packs their attributes into the on-screen characters. K-1 is much more realistic than the average fighting game, each fight can last multiple rounds or end after one or two hits, depending on how the blow connected with the opponent and what kind of attack it was. Several different play modes are selectable, and a Saturn version of the game is also in development.



Other New Game News...

DRAGONHEART

The sleeper hit film Dragonheart has spawned more than just a Game Boy game, this PlayStation epic features characters that look like they stepped right out of the movie. Check out the creepy soundtrack!



WWF IN YOUR HOUSE

The newest WWF game lets home on the PlayStation and Saturn. New wrestlers Ahmed Johnson, Vader, Goldust, Ultimate Warrior, Owen Hart, Hunter Hearst-Helmsley and British Bulldog join this super wacky brawl fest.



TNN HARDCORE 4X4

The off road truck racing game we featured in T67 Select Games last issue is also coming soon for the Saturn platform. Real four wheel driving action is waiting for anyone interested.



• Koei has another military simulation with a futuristic twist. *Heir of Zendo*, coming soon to a Saturn near you, Command all kinds of craft that look like they came out of a Flash Gordon flick.

• The new Saturn fighting game from Sega is *Fighters Megamix*. It has *Verdu Fighter 2* superstars squaring off against characters from *Fighting Vipers*. The game was released in late December in Japan and is expected to appear here around February or March.

• And if that's not enough Saturn news for you, T-HQ has acquired the rights to release the Psygnosis games *Destruction Derby*, *Krazy Ivan* and *Assault Rigs* for the Saturn, look for them this summer.



GAME GENIE

Codes for use with Galoob's
Game Genie Video Game Enhancers

SUPER NES

Super Star Wars

DE35-CD40—Start with 16 lives
FB35-CD40—Start with 26 lives
7435-CD40—Start with 51 lives
1735-CD40—Start with 100 lives
C232-14D4 + CB6C-3767—Infinite lives
DC3B-C760—Start with 10 continues
F63B-C760—Start with 25 continues
743B-C760—Start with 50 continues
173B-C760—Start with 99 continues
4A21-14D5—Infinite continues
0635-CFA0—Start with twice as much health (easy level)
0035-C400—Start with twice as much health (brave level)
7635-C400—Start with twice as much health (Jedi level)
1034-C704—Protection against most damage
D13B-CF00—Small hearts restore twice as much health as usual (easy level)
D03B-CFA0—Small hearts restore twice as much health as usual (brave level)
D03B-C400—Small hearts restore twice as much health as usual (Jedi level)
DA3B-CF00—Small hearts restore 4 times as much health as usual (easy level)
D63B-CFA0—Small hearts restore 4 times as much health as usual (brave level)
D63B-C400—Small hearts restore 4 times as much health as usual (Jedi level)
D0B0-C767—Begin the game with the lightsaber
D0B8-37A5—Han & Chewbacca begin with a blaster
D4B8-37A5—Han & Chewbacca begin with a seeker gun
D7B8-37A5—Han & Chewbacca begin with a rapid ion gun
D0B8-37A5—Han & Chewbacca begin with a plasma gun
553A-1764—Blaster power-ups remain after dying
D0B9-CF67—All three characters selectable at the beginning of the game
DF67-4FAF + DF60-4D6F—Only 1 Jawa needed to pass landspeeder levels
D967-4FAF + D960-4D6F—Only 3 Jawas needed to pass landspeeder levels
0667-4D0F—Start with double fuel on landspeeder levels
40A1-47D4—Fuel power-ups completely refill landspeeder

GAME BOY

Star Wars

C9B-SCC-38E—Infinite energy
00B-SAC-195—Infinite lives
04C-12C-CA4—Start with 1/2 energy on all lives except 1st
013-B7F-E66—Start with 1 life
063-B7F-E66—Start with 6 lives
093-B7F-E66—Start with 9 lives
003-A2F-C42—No continues
143-A2F-C42—20 continues
FA2-F6E-4C1—Infinite continues
990-B7E-CA4—More energy (first life only)



Codes for use with Interact Game Products'
Game Shark Video Game Enhancers

PLAYSTATION

Black Dawn

B005FCF0-0064—Infinite missiles
B005FCF2-0064—Infinite rockets
B005FCF4-0064—Infinite napalm

Disruptor

B00776B0-0000—Rapid-fire
B0077114-0001—Zodiac
B0077118-0001—Plasma

Jet Moto

B0176700-0004—Infinite turbos

King's Field II

B01824E4-FFFF—Quick level gain
B0182534-FFFF—Infinite gold

Mortal Kombat Trilogy

B003219E-00A6—Infinite health, Player 1
B0032316-00A6—Infinite health, Player 2

Pitfall

B009B0CC-0020—Team 1 scores 0
B009B0D0-0020—Team 2 scores 0

Twisted Metal 2

B018B2F4-0009—Infinite lightning
B018B2EA-0009—Infinite homing missiles
B018B2F0-0009—Infinite napalm

SATURN

Casper

F6000942-C305 + B6002B00-0000—Master code
160D20B0-0000—Infinite health
1604D00E-FFFF—Infinite iron keys
1604D012-FFFF—Infinite brass keys
1604D016-FFFF—Infinite fool's gold

Fighting Vipers

F6000914-C305 + B6002B00-0000—Master code
16062B2B-00FA + 160945A0-00FA—Infinite health, Player 1
1606472B-00FA + 160945A4-00FA—Infinite health, Player 2
1606472B-00FA + 160945A4-00FA—No health, Player 2

Ultimate Mortal Kombat 3

F601777B-C305 + B6002B00-0000—Master code
160D19FC-00A6—Infinite health, Player 1
160D200B-00A6—Infinite health, Player 2
160D200B-0000—No health, Player 2

Battle Arena Toshinden URA

F6000914-C305 + B6002B00-0000—Master code
1607416C-0200—Infinite health, Player 1
160723A2-0200—Infinite health, Player 2



ELIZABETH TAYLOR, 1964

ELIZABETH TAYLOR, 1993



Hi!

It's me - Betty. It's so cold here in NYC! I miss Los Angeles but I got to see Chemical Brothers play here - a sold out show. You may be familiar with them from the WIPEOUT XL sound track and their first mainstream hit, "Setting Sun." The WIPEOUT XL soundtrack includes two tracks from Chemical Brothers - "Chemical Beats" and "Leave Home" (Underworld Mix). "Chemical Beats" was on the original WIPEOUT soundtrack too, but only in the UK version. Anyway, they played here, and you'd have had a good time if you'd been there. I like the "Setting Sun" video, I also recommend watching for the Tronix Tone' video featuring DJ Quik, "let's Get Down." DJ Quik looks sharp, as do the members of Tronix Tone'. Have you ever had Mallo Cups? They're like Reese's peanut butter cups except they have marshmallow centers, or what the manufacturer refers to as "whipped creme." I like that it's spelled C-R-E-M-E. Bye! Betty

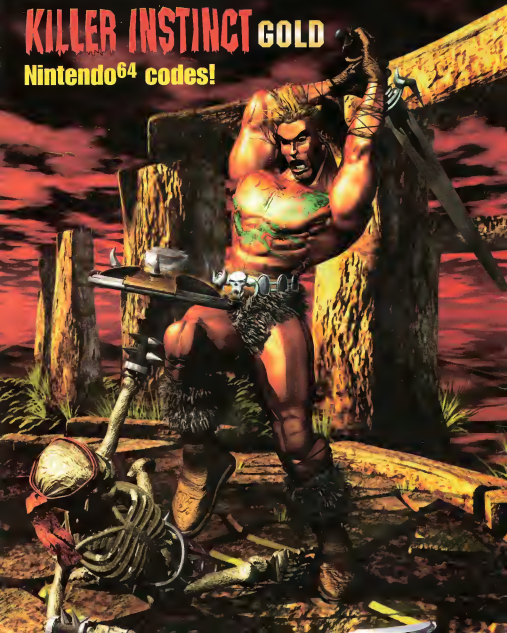
On the cover: White Fighter 3 TM & © 1995 Sega. All rights reserved.

Tiny & Tracy (ISSN 1059-2225), Volume IV, Issue 3, February 1997. Published monthly by L.F.P., Inc., 5154 Wilshire Blvd., Suite 500, Beverly Hills, CA 90211. Copyright © 1997 L.F.P., Inc. All rights reserved. Nothing may be reproduced in whole or in part without written permission of the publisher. Return postage must accompany all manuscripts, photos, drawings, etc. if they are to be returned and L.F.P., Inc. assumes no responsibility for unsolicited material. If a full-size cut-out of the copy is sent to Tiny & Tracy, we'll be sure to send you a second copy of the magazine. For publication and copyright purposes and no subject to: Tiny & Tracy, right to edit and represent culturally. SUBSCRIPTION INFORMATION: For subscription customers, call (800) 671-1877. U.S. subscriptions \$19.95 for 12 issues. Foreign subscription: Add \$12 per year. Single copy \$1.99. These prices represent Tiny & Tracy Magazine's standard subscription rates and should not be confused with special subscription offers sometimes advertised. Change of address: Send us advance notice and both old and new addresses as needed. POSTMASTER: Send change of address to Tiny & Tracy Magazine, P.O. Box 498070, Encinitas, CA 92046. Periodicals postage paid at Beverly Hills, California, and additional mailing offices. Address all advertising materials to Ad Production, Tiny & Tracy Magazine, 4814 Wilshire Road, Suite 400, Beverly Hills, CA 90211. Mallo Cup is a Registered Trademark of Mars, Incorporated, Inc. Sega is a Registered Trademark of Sega of America, Inc. Atari is a Registered Trademark of Atari Corp. 3DO is a Registered Trademark of The 3DO Company. Printed in the USA.

In This Issue:

KILLER INSTINCT GOLD

Nintendo⁶⁴ codes!





*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

